

ZD ZIFF DAVIS
A DIVISION OF
HARPERCOLLINS

22 REVIEWS, OVER **45** PREVIEWS, **100+** TRICKS

Nintendo 64 • PlayStation • PS2 • Dreamcast • Handhelds • Arcade

ELECTRONIC GAMING

NEO-GEO
POCKET
COLOR
PREVIEWS
INSIDE

ANNUAL
GAMERS'
CHOICE
AWARDS
INSIDE

**Shenmue:
Worth The
\$70m Hype?**

Coollest Dreamcast
Game Ever? Or Huge
Disappointment?

**How Do You Follow A
Million-Selling Game?**

DRIVER 2

Reflections' Producers Tell All: New Cities, Multiplayer
Features, Extra "Tomb Raider"-Style Levels

**Banjo-Tooie
Revealed**

Rare Pushes The N64
To The Limits

OVER 100 GAMES INSIDE

- ▶ MDK2
- ▶ Space Channel 5
- ▶ Siphon Filter 2
- ▶ Front Mission 3
- ▶ MLB 2001
- ▶ Crazy Taxi
- ▶ Hot Shots Golf 2
- ▶ Spider-Man
- ▶ Tony Hawk (DC)

EGM 128

March 2000
\$4.99 US Canada



14024 06960

THE WORLD'S #1 VIDEO GAMES MAGAZINE FOR 10 YEARS

Electronic Gaming Monthly • Driver 2

Number 128



You barrel out of the fourth turn doing 240 or

www.playstation.com

Could there be anything more glorious than the afterlife? Consider a lineup of over 500 of the world's most prestigious driving machines. From unrepentant speed demons to the burliest of American muscle cars. Of course, you don't drive them as much as you try to contain them. Each one is engineered according to



© 2017 Sony Computer Entertainment Inc. All rights reserved. Gran Turismo Sport and Gran Turismo Sport are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. All other trademarks are the property of their respective owners.

you test the wall. Either way, it's heaven.

ALFA ROMEO
ASTON MARTIN
AUDI
BMW
CHEVROLET
CITROEN
DAEWOO
DODGE
FIAT
FORD
HONDA
JAGUAR
LANCIA
LISTER
LOTUS
MAZDA
MERCEDES-BENZ
MG
MINI
MITSUBISHI
NISSAN
OPEL
PEUGEOT
PLYMOUTH
RENAULT
SUBARU
SHELBY
SUBARU
SUZUKI
TOYOTA
TRV
VECTOR
VENTURA
VOLKSWAGEN

exact specifications. You can customize them to blistering levels of performance. Sound excessive? Not considering what you're up against. Twenty of the world's most unforgiving tracks. Along with an equally merciless Rally Racing Mode. Winning won't be easy. But then, accepting defeat could be far more difficult.



GT2
GRAN TURISMO

RACING ON A HIGHER LEVEL.



Some secrets come back to haunt you.

Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh-eating zombies, hideous mutants, and a relentless new menace, she must rely on cunning and brute force to stay alive. What she soon discovers is that the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...





It's in your blood.

CAPCOM
www.capcom.com

AGONY. MADNESS. DEATH.

CHEMICALS HAVE THEIR SIDE EFFECTS.

"The game that breaks the survival horror mold..."

-NextGen

"Looks like the insanely popular Resident Evil series will finally have some competition..."

-GameFan.com

"Hope your PlayStation has a nightlight on it..."

-GameProWorld.com



CARBON
EPA-101-04
D-Fence-Pharmacals
The ability to deliver powerful psychic blasts
Master a totally unique arsenal of psychic abilities! They are your only defense against the sinister Galerians!



C. SICK
EPA-101-04
Dad-Pharmacals
The ability to mentally absorb and control
Become totally immersed in a fully realized 3D universe that is yours to explore, work to master - years to obliterate!

C. SICK
EPA-101-04
Pharmacals-Pharmacals
The ability to breathe and focus matter!
Over 50 hours of reality sweeping game-play, plus over 30 minutes of stunning cinematics that propel the gripping story.



The Galerians are an artificially created techno-species whose prime directive is the total annihilation of the human race.

Earth's only hope is Rion, a young man whose greatest weapon is the energy of his mind. By using Psychic Power Enhancement Chemicals, Rion is able to wage psychic war on the Galerians.

Unfortunately, chemicals have their side effects...

GALERIANS™

Are You Obscure?



C30
ASCII
R21

R21
WWW.CRAVEGAMES.COM

WWW.CRAVEGAMES.COM



79268

GALERIANS™

ガレリアンス

In Stores March 2000!

© 2000 Crave Entertainment, Inc. All rights reserved. Crave Entertainment, Inc. is a subsidiary of Crave Entertainment, Inc. Crave Entertainment, Inc. is a subsidiary of Crave Entertainment, Inc. Crave Entertainment, Inc. is a subsidiary of Crave Entertainment, Inc.

We know what you
Crave
ENTERTAINMENT





EDITORIAL

Ten Years Of Cool Stuff

This month we're pleased to be able to bring you something a little unexpected as our main cover story. Just before Christmas we were approached by the guys at GT Interactive with a proposal concerning the follow-up to one of the biggest PlayStation games of 1999. Of course we were

game and bringing you exclusive screenshots whenever we can get our hands on them. It certainly looks to be an exciting project...and Driver is now assured to be a long-term franchise for GT and Infogrames.

Elsewhere this month we have another important feature...the 20th annual Games*

"1999 was a spectacular year for games with so many high-class titles to choose from."

interested...and what was even more intriguing was that the team at Reflections was prepared to talk to us about the project long before anything really tangible was on show. Now normally we're not in the habit of jumping on any exclusive that comes our way because we want to be able to bring you the best information that we can—but this was a deal too cool to piss up. So, on page 122, we bring you the first details of Driver X. Unfortunately at this stage there still aren't any screenshots or "real" gameplay footage to show you...but we have the first details anywhere in the world about the way the new game will play, the features it will sport and how we can expect it to look. Over the coming months we'll be tracking the progress of the

Choice Awards. 1999 was a spectacular year for games with so many high-class titles to choose from, but we finally collated the responses and bring you the definitive video game awards for the year. Needless to say, a certain popular fighting game on Dreamcast did remarkably well—as did a number of other games which I'm sure you'll be surprised by. The best year of the 20th century will be seen as a landmark year for franchise games: Soul Reaver, Tony Hawk, Final Fantasy, Soul Calibur, Donkey Kong, Sonic, Mario...lots of big names in big games, and lots of titles to remember. This year things are only going to get better too—and next month we'll have a look at the first mega-hit of 2000. Any guesses?

John Davison

Contributing Writers



James Mielke

No longer a resident of the Big Apple, our Intrepid hero James recently relocated to the West Coast to take up a position at our sister publication, www.infogames.com. Watch for his name there on everything from previews to news at 6 (or 7) on the letters (pages too. Mine to him at james@infogames.com. Tell him we sent you.

Michael Price

Mike is our new resident "real life" violence expert. A black belt in mixed martial arts, Mike is now actually added—not to mention being the AIC fight heavyweight bookending character, and star of an upcoming chop socky flick—Mike landed his contributor gig after expressing us with his vast gaming knowledge and threatening to jam our noses into our brains.



Peter Bartholow

A www.infogames.com freelancer for years, this is Peter's first attempt at writing for EGM. Peter is a 22-year-old senior at Northwestern University, majoring in Communications Studies and minoring in Japanese. When not playing games or studying, Peter doesn't do much of anything. Here we see him eating a giant San Francisco meal.

ELECTRONIC GAMING MONTHLY Number 13.3
March 2000
www.infogames.com

Editor/Publisher
John Davison
10111 S. Bascom Ave.
L.S. Forti • Joe Kunkel@et.com

Editor/Chief
John Davison • john_davison@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com

Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com
Editor/Staff
Chris Maggi • chris_maggi@et.com



Abel Gomez • Flight Plan 3278

Leave this small town.

Go where people will listen to what I have to say.

Be part of a team. Earn people's respect.

Be better with the computer than my girlfriend is.

Make my family proud.

Hang out with people as cool as me.

Aim High **AIRFORCE**

1-800-423-UBAF • WWW.AIRFORCE.COM



"The Critics have Spoken on the Action / Adventure Game of the Year!"



"A technical achievement...Soul Reaver
delivers an epic piece of
vampiric literature...93%"
- IGN.com

"Soul Reaver is a deep game
possessed with a myriad of
impressive little touches...9/10"
- VideoGames.com

"3D exploration and adventure
at its finest...Game of the Month."
- Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
- Gaming-Age.com

"98%"

- PS Extreme Magazine



As Raziel, stalk Nosgoth feeding
on the souls of your enemies

Engage your creator, Kain,
in an epic struggle for dominance

Dark gothic story

No load times



Sega Dreamcast.

Now on
Sega
Dreamcast!

LEGACY of KAIN™ SOUL REAVER



EIDOS
INTERACTIVE

CRYSTAL
DYNAMICS

eidos.com



Game Directory

Features

- 62 J. Morrison: The Money Advance
62 Movies 2
64, 100 Armored Core: Master of Arms
112 Boulder Meiner
60 Banjo-Tooie
40 Biohazard 2: Action Plus
142 Colin McRae Rally
106 Crazy Taxi
140 Crusaders of Night & Magic
100 Chase the Chopper
60 DC
47 Duke Gunga Revolution: Job No.
140 Dragon Warrior Monsters
112 Driver
140 Duke of Hazard: The
64, 68, 104, 106, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000



Driver 2 Take an exclusive first look at exactly what developer Reflections is up to with their turbocharged sequel to last year's outlaw masterpiece **pg 148**



Crazy Taxi See how this intense arcade port fares in Review Crew **pg 149**



Banjo-Tooie Banjo's papa bear is back with his bird pal **pg 90**



The 1999 Gamers' Choice Awards It's that time of year again. We voted. You voted. Now find out which games took top honors in our annual awards extravaganza **pg 130**

Departments

- Editorial** 8
Letters 20
News 30
Gossip 42

A look into why there's so many sequels out on the market today

The Q-Man digs up new info on PlayStation3, Dreamcast 2, the elusive X-Box and much more.



Previews 52

DC: Shenmue, MDK2, Dz, Space Channel 5, Tony Hawk's Pro Skater, ESPN Baseball, NBA: Banjo-Tooie, Ogre Battle 64, PS2: Armored Core 2, Type-S, PS: Syphon Filter 2, Front Mission 3, Alundra 2, GBC: Driver, N64: SNK Gal Fighters, Evolution, Arcade: Marvel vs. Capcom 2

Review Crew 138

We score Soul Reaver on DC, EGM: Hardcore Revolution on PS2, Sega Frontier 2 on PS, Dragon Warrior Monsters on the GB and more.

- Tricks** 148
The Final Word 152

Crispen talks about the future of gaming, and the things you'll be able to do with your systems.

COVER CREDITS

Photographer
Stylist
Hair & Makeup
Models

Joseph Ross
Doreen Lefina &
Elizabeth Harvey-Galvan
Lisa Polaris
O'Rand & Eddie Stephens

SYSTEM KEY

	Dreamcast
	Nintendo 64
	PlayStation 2
	PlayStation 3
	Game Boy Color
	New-Gen Pocket Color
	Arcade





From *Contrail*, the
Producers of *Alundra™*,
Wild Arms™ and *Legend
Of Legaia™*.



Fight 10 mega-bosses on land, sea and air
in real-time action-RPG battles



Swim, climb, and battle to solve hundreds of
action-based puzzles



Unlock 10 mini-games to test your skill
and increase your stats



Matrix is a registered trademark of Warner Bros. Entertainment Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo and the Nintendo logo are registered trademarks of Nintendo. The online play icon is a registered trademark of Nintendo. All other trademarks are the property of their respective owners.

Evil fears no man. It fears a boy.

You are Flint,
a renegade swordsman
on a quest to free a kingdom
from the grip of a sinister
ruler. Through a land
of hidden danger you
wield your weapon,
navigating an intricate
story wrought with bizarre
characters, brain-twisting
puzzles and wild games.
Beware! An even greater
evil is about to be
revealed...

"A must-have game for action-RPG fans." — IGN.com



Journey through an immersive and narrative
3-D world

Wield the sword. Solve the puzzles. Live the journey.

ATLUNDRA™ 2

A New Legend Begins

ACTIVISION

www.activision.com





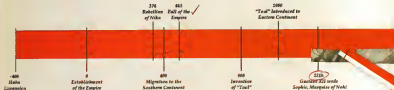
O
come
all
ye
faithful.



hoopstv.com

basketball is religion.
this is the church.™

History of the GUSTAVE Empire



The story of the GUSTAVE Empire belongs to a time when the people need the magical power called "Azina" to conjure mighty spells.

The Kingdom of Pizay was ruled by Gustave XII. Gustave XII was attacking the Marquis of Otto when GUSTAVE XIII was born to himself and his wife, SOPHIE DE NOKO. Gustave XIII was destined to be the heir of the throne. He would later have a brother named PHILIPPE and a sister named MARIE.



Fig. 16: The Royal Family Gustave

When Gustave XIII turned seven, he participated in the FIREHAND CEREMONY in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Azina". Because of his inability to use AZINA, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

When Gustave XIII turned 15, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE upon turning 20.

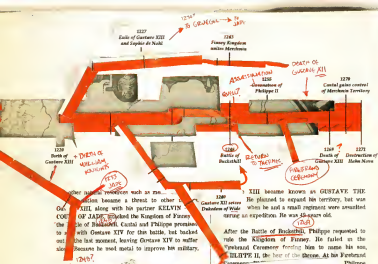


Fig. 18: Gustave XIII (the youngest) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn GUSTAVE XIV, who would eventually become the King of Pizay after Gustave XII died.

Philippe became the Marquis of Noko after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Azina. Instead of relying on the power of magic, he and his partners developed skills to use machines.



Other national revolution such as re-
 Gustave XIII became a threat to other
 Of Gustave XIII along with his partner KELVIN
 COU OF JAFFE took the Kingdom of Finney
 the title of King of Castal and Philippe promised
 with Gustave XIV for this battle, but backed
 out at the last moment, leaving Gustave XIV to suffer
 alone. Because he used metal to improve his military,
 Gustave XIII became known as GUSTAVE THE
 STEEL. He planned to expand his territory, but was
 when he and a small regiment were assaulted
 during an expedition. He was 15 years old.

After the Battle of Buckstall, Philippe requested to
 rule the Kingdom of Finney. He failed in the
 Coronation Ceremony forcing him to name his son,
 PHILIPPE II, the heir of the throne. At his Coronation
 Philippe vowed to



Fig. 26. GUSTAVE THE STEEL

SHAPE HISTORY OR BE HISTORY

Solgard Frontier 2

Gustave
I in the
y. In the
e Court
Kingdom

Gustave
STEEL

by his
ny. He
s. Quest
that has
almost
1995: 25



TEEN
 SOME MATERIAL MAY OFFEND
 SENSITIVE PLAYERS

© 1995 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARE SOFT logo are registered trademarks of Square Co., Ltd. Solgard Frontier is a trademark of Square Co., Ltd. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The Solgard logo is a trademark of the interactive digital software developer.

SQUARESOFT

www.squaresoft.com

Published by Square Electronic Arts L.L.C.





- Most popular sequel in *Question of the Month?* *Soul Calibur 2*
- Object of tarantula in reader feelings: Che...now suddenly more popular
- Hotly debated review score of the month: *GT2*

Letters to the Editors

LETTER OF THE MONTH

Stop Buying This Junk!

I want to start this letter by giving kudos to all of you fellows on the Crew. In all my years of gaming (I am 25), I have never read a superior magazine. It is a pleasure to pay for a rig with spot-on reviews and informative articles (and fun jokes) that treats me, as a reader, like an intelligent human being. I don't know how many of you get a chance to peruse other gaming rags, but there are more sloppy publications out there than there are sloppy titles from

"The publisher's thoughts seem to be on franchises and dollars, rushed games and one-upping the next guy."

Activision...and you, my friends, know how many of those exist. I am not trying to get all on the E-Sak or anything as such, I just wanted to tell you pseudo game gods that your work is anticipated and appreciated by more folks than the tyrants who drag you away from *GT2* to finish your jobs. And we laugh at all your mug shots, too. Keep it up, and for the love of all things, never interview Ice-T on his Resident Evil skills (as did another so-called console entertainment mag this month).

Now, to the meat. I couldn't help but notice that *Show* included a low note of desperation to game developers in his review of *Beowulf*. I want to jump on that wagon for a minute. It really does seem that mediocrity has become the plan of the day as far as console games are concerned. This year has seen a handful of tapotch, perhaps even benchmark games, but

Some of the comments we made last month seem to have struck a chord with many of you. We really don't actually need an updated *Twisted Metal* every year...and it does seem that many of the more popular franchises are being damaged by the annual updates

the majority are blown and sound like a bell (dungh). At first I thought that due to the superiority of some titles, these run-of-the-mill, dime-a-dozen games that used to be passable only seemed worse in comparison; however, I am sure you will agree that some of this shit (and that's what it is) could hardly even be a first generation title. The publisher's thoughts seem to be on franchises and dollars, rushed games and one-upping the next guy (Hell, *Acclaim* hasn't turned out a decent title in many moons—oh, the potential has been there (man, did I want *Turok 2* to be good) but they just dump 'em on the market. If I see

another vehicular combat, *Tomb Raider* or *Army Men* game, I swear I will vomit. I beg my fellow gamers: STOP BUYING THIS JUNK! We have a really great thing now in the DC, and I think Sony is really going to show us how it's done this year with the PS2...but if we don't send a message that we, the gaming public, demand a solid game under that flashy coat of paint that all these next-gen systems are capable of producing...if we don't tell the publishers to let the developers have the damn base they need...if we don't let the stop sit on the store shelf and collect dust, we are asking for trouble. Aren't you all ready for something that really is NEW and IMPROVED???

Nobody out there wants to see *Tomb Raider* or *Twisted Metal* on the PS2, do they? The stuff just isn't that good. Let them know it.

wsperts@cs.com

that are appearing. We understand the 'business sense' behind these actions...but as gamers—we really don't care. Give us good games, we don't mind waiting, just as long as they're good when they get here.

Let us know what you think about all this.

Che Rules, Apparently

Che is the best *EGM* member, Dan is OK also. I guess. Are you guys from Japan? If you are...Kasecheewa, or Chogozomas, or Anetta Bakal just kidding. This kid from Indy wants to talk! See ya, or Snyawari!

Brendan D.
Indianapolis, IN

Dear Reader Day-son,
How ah! you, *American Tank-ee!*
If my pleasure to meets your acquaintance. Excuse my English...
Good bye, Umm...how do you Americans say...*"The hah! See you around, partner."*

Show

PS2 Not Entirely Backward Compatible?

A few days ago, I found an advertisement for the PS2 in my mailbox. It think I got one because I put money down for it at a local software store. Anyway, I was looking over the ad, and it said, "Plays most of your current PlayStation games." The part that has me worried is "most." Does this mean that not all PSX games will be able to work on the PS2? Is there a reason for this?

kechry3@aol.com

We're not aware of any problems...in fact, Sony stressed 100% backward compatibility in all of its press releases about the PS2. This is made possible by the fact that the I/O chip contains, in effect, the entire PlayStation chipset. I wouldn't worry too much...but we'll obviously test this when we get the chance.

Out-Run DC?

When I was younger, the local arcade had a stand-up version of my favorite arcade game ever, *Out-Run*. I loved this game dearly and stuck by it even when newer late '80s games such as *Spider*

Congratulations. You win an Internet controller. You will be receiving a *Banacide* (PS), an *Eclipse Shock* (SAT) or a *StarHed Pro 64* (64).

See page 109 for official rules.





For icy cool breath that lasts.

AMERICA'S
Winterfresh
THE WINTER FRESH COMPANY



LETTERS

EGM@zd.com

Send us your thoughts, your wishes, your innermost wishes... or your diatribes, crazy screenshots or photos of bizarre game-related moments.

came to my arcade. Now, in the year 2000, playing my DC, it just doesn't seem complete...yet! This is where Out-Run DC comes into mind. With 32-bit graphics and great multiple-path gameplay, this would be the game to make my DC library complete. PLEASE SEGA, WE NEED OUT-RUN ON SEGA'S NEW SUPER SYSTEM!! It would make all my video game dreams come true! cg00y@worldnet.att.net

The only version of Out-Run that we're aware of for Dreamcast actually appears in the arcade in Shenmue. No news on a super-deuper new game though. Yu Suzuki appears to have bigger fish to fry these days...like a Shenmue sequel, and Virtua Fighter 4.

Astrotrain Not An Autobot

Issue # 127 is by far the most all-around exciting issue of EGM I've read in months. Your IFC: Code Veronica, and Crazy Taxi coverage was excellent, and I also want to give a nod to Quartzmann who rarely gets any reader praise. I'm glad that he's back to a full page now. Lastly, I don't know who edits your "trivia-bits" in the corner of the pages, but the picture of the Autobot there is called "Kup", who was voiced by the late Lionel Stander

in the 1986 animated Transformers: the Movie. Also, Astrotrain wasn't an Autobot, he was a Decepticon. Just ask Shawn Smith, I'm sure he knows. pchoalphe@juno.com

Our apologies to Astrotrain and his family for any problems this may have caused.

GT2 Actually Crap?

Either you guys are nuts, went nuts playing all the other bad games last month and felt this was a godsend, or I've got a preproduction copy of the game. It makes me sorry that I didn't try to be your new Review Crew member. Because somebody needed to slap you guys upside the head to wake you up and take notice of this game's many problems. True, some of my complaints are mere nips/tucks, but add up all the problems, and I think you'll notice that this game reeks of being rushed to be out before Christmas: First off, the manual sucks. It explains the basics, things any casual gamer already knows, but leaves out what a gamer would need to go to the manual for in the first place. Things that aren't already in every other game. For example, what's up with that little green icon under the license awards on the Game Status

"Issue #127 is by far the most all-around exciting issue of EGM I've read in months."

Question of the Moment

What sequel are you looking forward to most?

Hi-mee, read www.HOT.DRIVER.com

tim@psnetwork.com

The next generation Metal Gear game will recollect better the way games are made

Joan Van Halbeim

The looking forward to Seal Collar 2 videomax@worldnet.att.net Ecco the Dolphin: Defender of the Future by far?

Jesse@hawaii.com

I wish they could make another Dragon Ball Z or ONE GT game on PS or PS2

videogame@att.net

A sequel to UNWANTED on the PS. I love my point & click games.

ts@netvision.com

I am most looking forward to Sephiroth Filter 2 because the original was more interesting than Metal Gear and the second one looks even better than the first Sephiroth Filter.

jabros@tattmail.com

LUNAR still no doubt about it!

evag@home.com

Two words...and a number Seal Collar 2

rlgyp@att.net

FF III. I know it's not really a sequel, but it's still going to be the best!

evag@att.net

The most electrifying sequel that is going to be a no doubt 800 HIT is Perfect Dark GoldenEye is still one of the best games for N64 and Perfect Dark looks even better!

shd_flynn@exc.com

Resident Evil: Code Veronica for the DC will be the best sequel in the RE series ljh@worldnet.att.net

I'm waiting for the TRIC Delta sequel on Dolphin. Also, the next Metal Gear baby!

Matavel@excite.com

DESERT ISLAND GAMES

Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@zd.com. Mark the subject line "Desert Island Games."

Metal Gear Solid
NBA 2K
NFL 2K
Gran Turismo
tim@psnetwork.com

Jet Force Gemini
Super Metroid
GoldenEye 007
Final Fantasy VIII
Castlevania: SotN
Nick Back (with trick)

Chrono Trigger
ZeroWings
Sakura Demosaku II
Zelda: A Link to the Past
Super Mario Kart
hwere@att.com

Final Fantasy VII
Resident Evil 3
Marvel Vs. Capcom (PS)
Tony Hawk Pro Skater
Street Fighter Alpha 3
jones000@att.com

Tenchu: Stealth Assassins
Tomé Raider 2
Tomé Raider 3
Sylvan Filter
GoldenEye 007
hh12@att.com

GoldenEye 007
Duke Nukem 2000
Duke Nukem 64
Perfect Dark
Warlo Kart 64
afsc@qu@netscape.net

"If we don't let the shop sit on the store shelf and collect dust, we are making no trouble. Aren't you all ready for something that really is NEW and IMPROVED?"

Next Month's Question of the Moment:

Do You Think The N64 Is Drowning Its Dying Breath?

Send your short but sweet responses to: EGM@zd.com with the subject heading: Dying



You can write EGM at:

EGM Letters
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so! (but please include your phone number and mailing address for Letter of the Month consideration.)

Screen? How about menus? The menu you get before the start of a race has replay options, but because it's before the race, there's no replay to be seen, and you never see this screen again after the race, so what's the point? And why is it that if I want to quit a race, or after a race is over for that matter, do I need to go all the way back to the Race Select Screen if I want to retry or go through a race again? GTs was nice because it avoided unnecessary loading, where in GT2 there is loading all the time and [X] just ruins the flow of the game. As if I'm not going to spend enough time on it the way it is. Pop in GTs to see my point.

Menu interface is just much better on the original. I must give the game credit for being deep, but the problem with all that depth is the problem of double checking everything during crunch time. The Dodge concept car (Copperhead) is NOT a MiG Engine. Rear-Drive car as this game states. Just look at the design of the car. If it was a mid-engine car, its engine would be in the passenger compartment. These are minor things yes, but if I can notice them without even trying, who knows how many other problems there are that I didn't notice. I was absolutely giddy when I saw that there was real music on the game this time from bands I really like. But, there's no better way to get tired of a song, than to hear it over and over again over the course of a two-hour endurance race. Come on! As if racing for that long on the same track with the same car and same opponents isn't enough. Oh yes some music control under a pause menu or something.

Graphically, the game just doesn't seem as polished as the original. The graphics don't seem as sharp anymore. And what happened to some of the off-track stuff on the right track like the tower with the lights?

I hope the same mistakes aren't made with GT 3000. I've been a firm

SHORTS

The new owners of the GT franchise

Chris E. Galt said:

Times Editor

New York, NY

Sir:

We told you

we were trying to

take over the world

the X-Box is too

million

thanks

Whorehead

Well, yes, you're

probably right. And?

I have been a local

ASP leader for years

now, but what up?

Get when I get a new

computer and I tell

you, you bastards

don't respond. I hate

you. I'm out and of my

area.

egm@zd.com

10/10/01

That's do the trick.

Thanks anyway. Oh.

believer in your rating system, except when a game gets a so from all four reviewers. I think that your opinions may be skewed a bit from playing so many bad games and [you] forget what a great game really is. I really feel that the first GT was more polished and this laundry list of problems should drag it down from the lofty so. If the first GT didn't deserve a 10, then this one shouldn't either. 9.5 sure, but not so. Given another month or two to really finish the game is all it would have taken to deserve a 10 in my books.

Is this game better than the first? In some ways yes, and in too many others, no. I give the credit for acknowledging the fact that there were some bugs, but elsewhere in the review, highlighting the opinion of it being perfect all over again.

Rob Linberg
blueguy@gameripostmail.com

It must be noted that Rob then went on (for some considerable length) to ask for a job (surprise). We thought it was maybe a little on the picky side, how about the rest of you though? Do you think GT2 is the best thing ever?

We didn't feel that the little problems with GT2 detracted enough from the fact that it was the most enjoyable and incredibly comprehensive racing game that money can buy. It's possibly the best value for the money PlayStation game ever released. If the problems you've listed spoil your enjoyment...so be it. We didn't think the experience was affected sufficiently to warrant a score less than a 10. There are problems, yes, but none so bad that it spoils the game.

LETTER ART

WINNER

David Elliott
Tempe, FL

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



The ASCII Control Pad

Put your creative skills to the test by decking out a ASCII message (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338

(All entries become the property of ZD Inc. and will not be returned.)



Close, but no controller

But back to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!

Marcus Diland
Hollywood, FL



Adrian Sciana
Irvine, CA



Raymond Ross
Wauka, CA

DUPE!

- Astrotrain was a **Deception**, not an **Autobot**.
- **Tony Hawk** was duplicated in the **Covering Seen** page. It should have just said "March".

Your Neon Escape from a

ADV
FILMS

Mono-Chrome World!



Experience
the Motion
on DVD



Bubblegum Crisis: Tokyo 2040 vol. 4 - Rampage

"made me fall in love with the story of the Knight Riders all over again" -*Genius*
In the heart of Tokyo, a monster leads an destructive invasion. All aspects of this tragedy are machine are imposed by Genon's insidious political process. But in the fractured depths of the city's infrastructure, the essential rebellion grows embedded. Now and Danger await! The Knight Riders as they descend into the creator's den to lead it in a kingdom of chaos.

US \$24.95 | DVD \$24.95 | SLB \$29.95

Sakura Diaries vol. 1

Just east of Melrose. And definitely outside of the 90210 code.

Just New Times. There's New Mike. While right New Times, but the only other college boys, for what's an order without the Times in 90210, you can always be and say you got into the most prestigious university a word. And if you're there, will you keep the secret? If all you can find secret is who his chosen with the other girl?

US \$24.95 | DVD \$24.98 | DVD \$24.98

Master of Mosquitos - The Vampire 3

"Master of Mosquitos is a fresh anime by any standard." -*Light*

Not ready for the great finds as tropical beach roller blades and her actual partner Mosquitos face off against the life-size Mosquitos, the world-famous Star Leads and the most terrifying threat of all. Mosquitos is extremely nice to you. But it's the final danger of this exciting adventure that offers true risks you can't find in any other anime.

US \$29.95 | DVD \$19.98 | SLB \$29.95

Those Who Hunt Elves Ch. 6 - Final Trials

"Witty spirit, good writing, and one thoroughly wacked out plot." -*Ben Anderson*

A special procedure is applied to capture and by those who hunt them to have entirely unacceptable activities. When brought to back for her collaboration with the foreign underworld, Cassia is offered a deal: cooperate, and remain clear of all Japanese laws. Will she sell out her friends and Japan?

US \$24.95 | DVD \$24.95 | SLB \$29.95

ANIMATION FOR A NEW GENERATION

WWW.AOVFILMS.COM/EGM - INFO@AOVFILMS.COM

AVAILABLE ON VIDEO AT THESE AND OTHER FINE STORES





WAG THIS.

Intertony
BY GAMING FOR GAMES™

Developed by
BIOWARE
CORP

Sega Dreamcast



www.intertony.com/midic2

© 2004 Intertony Entertainment, Inc. All Rights Reserved. Intertony is a trademark of Intertony Entertainment, Inc. All other trademarks and the names of the characters are the trademarks of their respective owners. All other trademarks are the property of their respective owners. All rights reserved.

MAX

He's your sn-legal, no-faking-best friend. Max has you while running and gunning with four different weapons simultaneously.



DR. HAWKINS

His brilliant puzzle-solving creates weapons of insane destructiveness. It's hard to find a wonderful thing to waste time with.



KURT

How he believes has the world known a better town than Max, Dr. Hawkins and Kurt. They make pitfalls look like success.

Save the universe as you take these unlikely heroes through massive environments that reverse you into eccentric and amazing worlds.

You create, you save, you pop every eyeball from a mile away!



• Play as 3 heroes, each offering a different gameplay experience.

• Battle with unorthodox megalomaniacs like the Black Hole Grenade and Atomic Tactix.

• Numerous storyline unfolds with each level all the way to the spectacular grand finale.



WINK

OUT THINK. OUT SNIPE. OUT SHOOT.

Mummies. The Undead. Ancient Curses.
What's a nice girl to do?

TOMB RAIDER

THE
LAST REVELATION

Meet Lara Croft.

Beauty, brains and brawn

of Tomb Raider: The Last Revelation.

Out to save the world from

a deadly curse, you can bet

it won't be with her good looks.



Sega Dreamcast

A promotional image for the Tomb Raider game on Sega Dreamcast. Lara Croft is shown in a dynamic, forward-leaning pose, holding her signature dual pistols. She is wearing her iconic black and brown outfit, including a braided ponytail and a utility belt. The background is a dimly lit, atmospheric jungle interior with stone walls and a hanging lamp. The lighting is warm and dramatic, highlighting Lara's form.

Coming soon
to the
Sega Dreamcast.

EIDOS
INTERACTIVE

tombraider.com

CORE

EIDOS, SEGA, and DREAMCAST are trademarks of their respective owners. Lara Croft and Tomb Raider are trademarks of Eidos Interactive. © 2000 Eidos Interactive. All rights reserved.



Press Start

The Hottest Gaming News on the Planet

The Revenge of the Sequels



Illustration by James Stewart

Sequels. They're as much a part of video games now as they were when the third Pitfall came out in the mid-'80s. Today, not a year goes by without new re-staliments of last year's hits. Consider this: The PlayStation has only been out in the U.S. for four years—how did we get series that debuted on the PS and are already up to number four? If you're a fan of a game and plunk down the hard-earned cash for the next installment, there's a certain expectation. If it's not lived up to, the company could lose your business. What determines if a game gets a sequel or not?

"The biggest factor is whether or not we think there is anything new we can do with the

idea," explains Kelly Flock, President of 989 Studios. "For example, back in 1999 we had to decide whether or not we wanted to make a sequel to *Twisted Metal* or *Wurhawk*. The prevailing wisdom was that we should make a *Wurhawk* sequel. We decided on *Twisted Metal* because there were more ideas about what we should change. We also try to predict how well the first one is going to do, because in order to have a sequel ready in a reasonable window, we need to start before we know how the first one has done, otherwise we'll miss the next Christmas. The criteria for a sequel are game ideas, sales and hardware lifecycle." Flock told us that 989 had sequels in the works for both *Wurhawk* (which was started later but

scrapped after a year in development) and *Bleto* (also scrapped).

In *Square 2*, they made fun of the movie sequel—there's always a higher body count, more gore, etc. And of course, some of them suck. The same can be true of games—sequels always have more of what attracted the audience to the title in the first place. "The gamer likes a game for specific reasons," Dave Cox, Eidos' executive vice president of sales and marketing told us. "Give them more of what they want and make enhancements to show that the franchise has received attention since its last installment." That doesn't mean that every new installment will sell better than the previous one. *Tomb Raider 2* is the best-

selling of the series thus far.

"If the developer rests on the success of the last game in the series and fails to make the game the best it can possibly be, the franchise won't thrive," commented Alex Dunne, editorial director of Game Developer Magazine and its Web site game.developer.com. "But seasoned developers are savvy enough to realize this, and I think that most really want to give players the most bang for their buck. Once a company has established a successful game franchise like *Tomb Raider* or *Madden Football*, they don't want to lose the momentum. One bad release can kill the reputation of the franchise, and kill sales of any future installments."

And if a sequel is released that is buggy to meet the holiday sales window, well, that can add to consumer frustration. "There have been many cases of games that were shipped by publishers who knew bugs were intact, in order to meet a deadline (typically the Christmas shopping season). In those cases someone somewhere decided that revenue lost by shipping late outweighed quality concerns. It's dangerous thinking for a developer or publisher," Dunne told us. With PCs, a developer can release a patch to fix bugs after the fact, but with consoles—players will notice if a product's released that hasn't had its bugs properly exterminated.

When online gaming met consoles, the concept of being able to update statistics each year (as opposed to buying a new version

every year) was the buzz, but is unlikely to change the frequency at which new sports games come out from companies like Electronic Arts, Acclaim, Sega, Slip Studios, Fox and Konami. "Stats are only one reason for updating sports games," Flock said. "Most sports games are on very short development cycles—10 to 12 months—and new versions would be needed for feature enhancements, technology updates, team balancing, playbooks, rule changes. It's a lot more than just stats."

Dunne adds, "Of course, many publishers have come to rely on the revenue from these annually released games, and that in turn forces developers to limit the number of new balls and whistles in the game so that the game will ship on a regular 12-month schedule. But let's be realistic about this—if *Madden 2000* shipped after the Superbowl that season, that's going to affect that game's sales significantly, and these companies have to balance a number of business concerns."

You know what they say about movie sequels—that it's rare they're better than the first. With video games though, there seems to be a higher level of consistency. "There's no doubt the original is usually what takes the gamer by storm and changes the way they perceive gaming," Cox said. "But because video games involve such a high technology curve, sequels can afford the luxury of bringing the gamer something new and exciting in a short time frame."

"If you consider every *Mario*, *Zelda* or *Donkey Kong* game that comes out as a sequel, it's hard to say they're not as good as the originals," Flock said. "In most cases, the sequels are better, even if the technology isn't improved. If you think about it, there's an argument that most top games today are sequels—*Final Fantasy VII* and *VIII*, *GameDay* or *Madden 2000*, *Gran Turismo 2*, *Quake*, *Command & Conquer*, *SimCity*. Sequels have a bad rap from the press, partly because there's a "been there, done that" perspective, but all in all most sequels are substantial improvements over the original. Cookie cutter sequels suck, but for the most part, a consumer should be better off buying the latest in a series rather than the first." Most importantly, you let the companies know what you like and what you don't by the money you spend on buying the sequels. 🍌

YEA & NAY



Yea to HYPO for announcing a Worm Light accessory for the Neo-Geo Pocket Color. On a recent cross-country car trip, Shee used his Game Boy Worm Light to light up his N64C screen to play *Condemner's Clash*. Exactly how many batteries did that waste?



Nay goes to Microsoft for not releasing details on X-Box at the Winter CES (would've been a perfect time—right between the DC release and the PSa's Japanese launch). Even more of the yay goes to Microsoft for not commenting on rumors that could've served as a trip out to CES just to see if they'd announce the darn thing.



Yea gets a big ol' Yea for saying that it will not go after those who sell/install the new Dreamcast mod chips or buy import DC games. A Sega spokesperson told *GameSpot News*, "There are only a few plants worldwide that can produce Dreamcast software, so we are not worried about piracy. As far as I know, we have no intention of combating the mods or import software." Sweet!

NEO-GEO POCKET

SNK's NeoGeo Pocket is fresh out of the holiday season with a state of new titles ready for release during the first quarter of this year. Here's what you can expect in the U.S.:

First Quarter 2000—*Bike Alert*, *Gal Fighters*, *Last Blade*, *Neo 21*, *Sheogal Mini*. Second Quarter 2000—*Big Motor Universe 2*, *Final*, *King Of Fighters R2*, *Magician Lord*, *Metal Slug* and *Mission*, *Puzzle Link 4*.

In Japan, the company has other games, too, like *Ogre Battle*, *Magician Lord*, *King of Fighters R-3*, *Cotton* and *Rockman* (known as *Mega Man* in the U.S.). Although it's anybody's guess as to whether or not these games will see a stateside release.

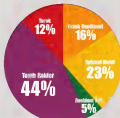


Sacoath's (developers of SNK's RPG *Koudelka*) simulation RPG—*Final*.

VIDEOGAMES.COM POLL

Sick of the Series

Which game series are you most sick of?



Source: Videogames.com mail poll results for 12/29/99



PRESS
START



Gettin' Funky with Del the Funky Homosapien

EGM's *Wataru Matsuyama* sat down with popular Bay Area rapper **Del the Funky Homosapien** to discuss *Protecculture*, his latest album, which features songs inspired from games and anime. Not only does Del have a great affinity for video games—but the guy's an hard-core as they come. Here's what was said.

EGM: What's the earliest collection of video games in your life?

Del: The first system I actually owned was something that only played Pong-type games. Atari 2600 was when I really started getting into video games, like cutting fourth grade to go home and play games. My friend had a Colecovision so I used to go over there and bug him all the time to play *Donkey Kong Jr.*, *Rock Venture* was hella tight.

EGM: What's your favorite game?

Del: Platforms probably. Fighting was for a minute, but I played them to death. Actually, let me take that back, *ActRaiser* games are my favorite. *Rising Zax* is currently my favorite just because it's so crazy I go back and forth all the time 'cause I have so many games. I just recently bought all the Nintendo games I had before my little brother stole them and sold them to a pawn shop.

EGM: Why did you write *Protecculture* now as opposed to earlier in your career?

Del: Um, probably because I haven't done it before. It seems like now I'm more excited about video games.

EGM: What is it that you're excited about?

Del: Probably Dreamcast. Bypass the graphics 'cause that's obvious. To see Sega coming back is probably the best thing about it. I'm glad to see Sega handling their business. I'm glad to see they're coming with a good flow of games from Japan whether or not they'll appeal to everybody. I want to be able to make the choice myself. PlayStation do it, you know what I'm saying? And of course Capcom is still messed up with them so that got me excited. I'm waiting for *Treasure* to come out with some stuff.

EGM: What do you think will happen to the Dreamcast when PlayStation comes out next year?

Del: Hopefully, Sega gets the ball rolling right now so by the time PS2 comes out it won't be such a hassle to them. Me, personally I'm going to walk. Sony is a big, corporate entity. I know their main focus is money so I'm going to make sure they release some I like first before I buy their new system, you know what I'm saying?

EGM: What do you think of PlayStation?

Del: PlayStation? It's cool. The game that made me like PS was *Star Gladiator* and the first *Totani* 'cause I like Akira Toriyama a lot. I haven't liked much from Sony, but *Ape Escape* is tight.

EGM: What's the name of your new album and when can we look for it in stores?

Del: It's called "Both Sides of the Brain" and should be out in late February. (At this point, KUI joins us)

EGM: Tell us about *Protecculture*.

Del: He [KUI] made the beats. Do you remember how we came up with it? **KUI:** We've been talking about doing a video game song forever. Del heard the beat and came up with the name. I sampled a video game to make the beat in the first place, *Darstellung*. It only made sense I guess. **Del:** Yeah, that's what really set it off. I guess he was experimenting with sampling off video games.

EGM: Have you taken samples off other video games?

KUI: I sampled every game I thought had



Del's latest single, "Phoney Phrenchie," has Del sportin' a DC controller.

something tight, I sampled *Tekken*, *Tenchu*... um, *Gulley Gear*. I made three beats off *Gulley Gear* since it had so many tight tracks. I actually look at things like that usually [it's] one of the first things I do when I get a game 'cause it's a product.

Del: I've sampled stuff from *Tekken 2* for a song on the *Strength* compilation... **KUI:** *Cyberpunk*.

Del: Yeah, it's called *Cyberpunk*, I think it's from the city stage. The track's slowed down so you can't really peep.

EGM: What classic Sega titles would you like to see revived on the Dreamcast?

Del: *Phantasy Star* for one, *Wonder Boy* maybe.

KUI: *Shinobi*!

Del: Yeah, definitely *Shinobi*. They need to make some 2D games too. Just to show that select core of gamers they still care about that. I think people [are] going to do that anyway, but Sega needs to do it. I'm all for new stuff too though. I was glad when they did *NIGHTS* and didn't just do another *Sonic* 'cause it would have been too easy. *NIGHTS* was tight.

EGM: What would you say to readers to convince them to buy your new album?

Del: I try to be inventive, I try to mix it up. It ain't just rapping to be rapping. I think if you like video games and anime, you'll like my album since I got a lot of references to stuff like that. It's straight Hip Hop pretty much. I put a twist on it here and there. It's not the typical Hip Hop album.

www.hleongtyphics.com



lots anime, video games and hip-hop music? Del's got some rhythms for you.



LAST-MINUTE UPDATE

At the very last minute we received these screenshots of LucasArts' next Star Wars-themed PlayStation game, *Star Wars Episode I: Jedi Power Battles*. It's a one- or two-player cooperative game where you take on the role of a Jedi master like Qui-Gon, Obi-Wan or other Jedi Council members to fight the Sith and Trade Federation. The game hits the stores this spring.

64DD Is A Reality...In Japan

After a long wait, the 64DD arrived on the doorsteps of those people who ordered them in Japan. The package contains the 64DD, starter kit (modern cartridge and phone cable) and two 64DD games titles—*Kyojin no Doshin* and *Mario Artist Paint Studio*. The *RandNet* Disk, with connection and browser software for the *RandNet* service wasn't included, as they are still bug fixing. According to *RandNet*, the online service will be available in February.

Other software included in this package will also be delivered to customers in February and April. This includes *Mario Artist: Talent Studio*, *Polygon Studio*, *SimCity 64* and the *F-Zero X* Expansion Kit.

We did a few experiments using some of the games that were supposed to exchange info

The two 64DD launch games: *Mario Artist* (right) and *Kyojin no Doshin 1* (below).



with the DD (*Zelda*, *Pokémon Stadium 1* and 2 among them). When you boot up, you get a message stating "wrong disk found in the 64DD." We did the same for the U.S. version of *Zelda*. Interestingly, the game won't even start in this case. There's no message. The TV screen just remains black.



How the DD Boots Up

Before you load up a game, you turn on the system, and this little animation comes up in order, 1-6. The "N" savages from the water, then Mario comes out from behind it and starts trying to push it, climb it, etc. That little message at the bottom says, "Please insert disk" in Japanese and displays the current date and time.



THE SINGLES SCENE IS OVER

MULTI-PLAYER IS WHERE IT'S AT



MEET YOUR MATCH ON HEAT.NET

100+ GAMES, INCLUDING:

- UNREAL TOURNAMENT™
- BATTLEZONE™ II
- QUAKE II™
- KINGPIN™
- BALDUR'S GATE™

©1998 Capcom Records, Inc. 64DD and 64DDDD are trademarks of Nintendo. Heat.Net is a registered trademark. All other trademarks are the property of their respective owners.



PRESS
START

Nintendo Colors N64s

Different-colored casings worked for Game Boy, why not for N64? That's what Nintendo's latest promotion is, offering Nintendo 64 systems in six different colors (we can just see the lines in the Sunday paper advertising circulars—"Explosion!" "New!").

The new versions will be released the week of Feb. 25 for a suggested retail price of \$99.95. The colors, in the order they're shown below from top to bottom—Smoke, Grape, Ice, Jungle, Fire and Watermelon. Good to go right next to that sporty-looking Atari, eh?

www.nintendo.com



MP3 On GBC and Tyson's Return



Game Boy MP3 Player

Songboy is a new MP3 player designed to allow you to play digital music on the Game Boy. Of course, coming out of the Game Boy speaker...mmm! The Game Boy version itself will reportedly retail for around \$39 (tentative price) with memory modules sold separately. You can download a version of Songboy for your PC to see what it's like before getting into it at the company's Web site, www.songboy.com

CodeMasters has announced that it's bringing boxing star Mike Tyson back to video games, who hasn't been seen in pixelated form since the 1986 NES game, Mike Tyson's Punch Out (pictured below). Mike Tyson Boxing will be released in May for PlayStation, it's the same game as Prince Naseem Boxing (already released in the U.K., but with a name change for the U.S. market).

Mike Tyson Back on the Small Screen



If you're too lazy to go online and see this awesome game for real, here are some in-browsers, four color dots on 200, 30% recycled paper that do this game so justice whatsoever. For example, frame 2 can't show how the game got tired of playing patty-cake with you, how fast a car made you, your tolerance for rules. In how you can modify steering, suspension, gear ratios and tires on 10 different rigs for varying weather conditions on 16 tracks. Or that your trail bike powerslide on how it slung enough gravel to start a Brady Bunch factory. So stop parking around and see it for real at mega.com/gbc





PRESS
START

IMPORT CALENDAR

Sega GT Homologation Special



Import Pick of the Month: Sega's fast-paced, slicker clone of Gran Turismo, *Sega GT: Homologation Special*.

PlayStation

- 1/26 Rescue Shot, Namco (Gun)
- 1/27 Beatmania APPEND 2th Mix: Time to Get Down, Konami (Misc.)
- 1/27 Chase the Express, SCEI (Action)
- Jan. Bahazard Gun Survivor, Capcom (Action/Shoot)
- 1/16 Vagrant Story Square (RPG)
- 2/24 Guitar Freaks APPEND 2nd Mix, Konami (Misc.)
- Feb. Popolocross Story II, SCEI (RPG)
- Mar. Popo Crisis, Taito (Shooter)

Dreamcast

- 1/26 Rainbow Cotton, Success (Shooter)
- 1/27 Crazy Taxi, Sega (Driving)
- 1/3 Bahazard Code Vindicator, Capcom (Survival Horror)
- 2/17 Dance Dance Revolution 2nd Mix, Dreamcast Edition, Konami (Misc.)
- 2/17 Sega GT Homologation Special, Sega (Racing)
- Feb. Dancer, Jaleco (Action)

PlayStation2

- 3/4 Ad-A-Train 6, Arindak (Simulation)
- 3/4 Sky Surf, Idea Factory (Sports)
- 3/4 Kessen, Koei (Strategy Simulation)
- 3/4 Jikkyo World Soccer 2000, Konami (Sports)
- 3/4 Drum Monia, Konami (Misc.)
- 3/4 Teikou Tag Tournament, Namco (Fighting)
- 3/4 Ridge Racer V, Namco (Racing)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.

A NUON IN EVERY HOME?

How interested are you in purchasing a NUON-enhanced DVD player for playing games?

Not interested at all 10%

Somewhat interested 17%

Very interested 9%

NUON Brings Gaming to DVD Players

Back in our February 1998 issue (EGM #13), we told you about a small company called VM Labs, and the video game hardware they were working on—at the time, called Project X. Fast-forward two years, and Project X is still around, only now it's called NUON. At the 2000 Winter CES, VM Labs showed off the system with a handful of games.

If you're unfamiliar with NUON (it's been in and out of the news for the past two years), it's a chipset which will be built into DVD players from manufacturers such as Samsung, Toshiba and Rote beginning as early as March 2000.

Samsung's DVD-N2000 will be the first on the market in March, retailing for a \$499 MSRP. In addition to being fully loaded with DVD movie-specific features like smooth shuttle and a pan-and-zoom feature, NUON-enhanced players can be used for Internet browsing, gaming and playing audio CDs. Jeff Minter's popular Jaguar app Virtual Light Machine has been brought to NUON. Audio CDs can also be played at half or double the normal speed with very little distortion.

Movie studios such as MGM and New Line Cinema have shown interest in using NUON features on their DVDs to allow users to view screenplay data side by side while watching the movie or participate in Web-based events or specialized chats directly from their set-top DVD player. Also, customized "skins" can be added to the DVD player's graphical interface so that the interface of the on-screen menu of

the player is customized to the movie (see the example picture below).

Game-wise, there are only a few games planned for around the time the first NUON player hits shelves. Publishers announcing support for the platform at CES include Acclaim, Digital Leisure, Eclipse Software Design, GT Interactive, Hyperspace Cowgirls, Infinite Ventures, Jeff Minter, Miracle Designs,

On-Line Entertainment, Simon & Schuster Interactive, Sound Source Interactive, Southpeak Interactive, Sansoft and Vertical Entertainment. Tempest 3000 (Jeff Minter) and Iron Soldier (Eclipse Software) will be familiar names to those who

played the Atari Jaguar back in the day, and classic FMV games like Space Ace (Digital Leisure) and Sherlock Holmes: Consulting Detective (Infinite Ventures) are also planned.

Peripherals for NUON include those by NKKD Technologies and Kensington Advanced Technologies Group (who produces the Gravis line of game controllers). Planned for future expandability are a hard drive, printer and modem. A microphone peripheral makes way for karaoke options, too.

While not going for the hardcore video gaming market (not competing directly with PS2, DC or Dolphin), VM Labs hopes to open the doors for family-based interactive entertainment with NUON. As DVD players will continue to take off in 2000 (something like 4 million players sold in 1999 alone), there's a chance for the company to carve a niche.

www.nuon-tech.com



Left to right from top: Some of the things you'll see on NUON in 2000—the customized DVD movie "skin," Total Arcade Software's Preteal 3050 A.D., Eclipse's Iron Soldier, Miracle Designs' Merlin Kertling, and Jeff Minter's Tempest 3000 and Virtual Light machine.

THE FIGHT FOR MANKIND HAS BEGUN...

COLONY WARS™ RED SUN

INTRODUCING THE SHYRAX, AN EVIL SUPERBOMBER AND THE NEW YOU, A VALDMAR,
ULTIMATE POWER, THE HONORABLE STRIKE OF RED SUN.

CONTROLLING 30 SELECTABLE MANKIND UNITS AND WEAPONS, WITH OVER 30 DEADLY WEAPONS AND FULL OF LIFE-OR-DEATH DECISIONS,
INCLUDING 14 VAST NEW SOLAR SYSTEMS, WE'VE UNLOCKED UNLIMITED ACTION AND THE DEFINITIVE SOFT COMBAT GAME, AVAILABLE ONLY ON
PLAYSTATION® GAME CONSOLES.





BETRAYAL



HEARTACHE



TREACHERY



DECEIT



World Wrestling Entertainment



WWE.com

WWE World Wrestling Entertainment, Inc. (WWE) and World Wrestling Entertainment, Inc. (WWE) are trademarks of World Wrestling Entertainment, Inc. ©2007 WWE. All rights reserved. All other trademarks are the property of their respective owners. All rights reserved.



4-Player Action



Huge Backstage Area



SMACK! DOWN

THEY DON'T FORGIVE.
AND THEY DON'T FORGET.

Lay the SmackDown!

Hit your enemies with your own created jabs and as one of the WWF's top Superstars.

Make friends (or break them) as you roam backstage from the locker room to the Studios.

Call upon your allies for help and then climb over them as you kick, grapple, and People's Elbow your way to the top.

And remember that backstage politics can work against you - don't let The Rock™, nWo, the well-oiled main event, and McMahon appointed guest referees get you in the end.

THQ

www.thq.com/wwe



PlayStation

RP

THQ



Special Guest Referee



Backstage Politics



"Frankly, I'm a little bit fed up with her (laughs). We believe that if we keep using her as a main character, our games will sort of become similar—along the lines of another 0 and Enemy Zero."

Wep's Kenji Ito on Lara, their "digital actress" who has starred in almost all of the company's games.

Tidbits

InterAct Accessories, maker of the popular GameShark accessory, has a Dreamcast version of it ready to ship to stores as early as February. Much like the new PlayStation GameShark CDX, it uses both a CD and a memory card-type device.

THQ will bring its Evil Dead game Ashes & Ashes, to the Dreamcast later this year in addition to the PS. Word is, Eidos is trying to nab the U.S. rights for the Japanese game Berserk, although it hasn't been formally announced yet. **In a bit of industry news, ASC Games, makers of Apocalypse and Jeff Gordon's X3 Racing (which still has not been released for the PlayStation after countless delays) has reportedly closed its doors.** Bizarre Creations' Dreamcast game Furbo has been renamed to Fur Fighters, and will be released by Acclaim in the U.S. later this year. **Can't get 100% on Gran Turismo 4? You're not alone—apparently it's only possible to get a 98.2%.** The rest is in a drag-racing course that was never completed and put in



Japanese poster for the third Pokémon movie.

the game. Tecmo's *Deception III* will have a new name in the U.S.—*Dark Deception*. **A new Pokémon Stadium game will be released in Japan this year, covering the monsters from Gold and Silver.** Bernie Stolar, former Sega president and CEO has landed at Mattel Interactive. Mattel is rumored to be handling the U.S. release of Bandai's Wonderwan handheld. **The Highway-owned arcade game maker Atari Games has been renamed to Midway Games West.** So now the Atari name is completely out of the coin-op business. A remake of *Virtua Cop 2* is headed to the Dreamcast in March in Japan. **Japanese publisher Spike has established a new subsidiary called Vix,** and has recruited 66 members of Human's staff (which went out of business a few months ago). The third Pokémon movie, *Legend of the Unknown Saviors*, will be released

in Japan this July. The main Pokémon star this time around is Entei, one of the new masters from *Gold and Silver*. So while in Japan they're enjoying the third movie, we'll be watching the second.

JAPAN TOP 10

1	Gran Turismo 2 SCEE	
2	Pocket Monsters Gold/Silver Nintendo	
3	Yggdril: True Ousting Monsters Banami	
4	Deming Kong 64 Banami	
5	Virtua On: Ouster's Tangram Sega	
6	Legend of Dragoon SCEE	
7	Densetsu de GGP Professional Banami	
8	Soumeru Banami	
9	Custom Robo Banami	
10	Virtua Striker 2 ver. 2002 SCEE	

Weekly format, week ending 12/22/99

'ZINE-O-PHILE

A "fanzine" is a fan-made magazine or newsletter. Constructed using a computer's word processing or desktop publishing software with copies produced at a local copy center or office supply store. "Zine aren't as flashy (usually black & white) or ad-filled as a magazine like *ZOM*, but that's what makes them fun to do and fun to read (often leading to letter hoaxes). Online "zines (formalness referred to as fanzines) can be found all over the Net, constructed by gaming enthusiasts work/walks. Get your feet wet by sending for a sample copy of a "zine reviewed here or by visiting their site.

Got a "zine? Send it to Electronic Gaming Monthly (Attn: Chris Johnston), P.O. Box 3338, Oak Brook, IL 60450-3338. Or e-mail us your URL or any questions you have about "zines to chris_johnston@ed.com. Subjects "Zine-O-Phile.

The Gameroom Blitz

Issue reviewed: #6, Summer 1999. \$2 for one issue. Edited by Jess Ragan, P.O. Box 541, Edmore, MI 48829.

Those who have been active in the "zine scene for any length of time know the writings of Jess Ragan. The *Gameroom Blitz* is his current "zine, and this issue features a look back on some of the greatest video game boss characters of all time, a look at some audiovisual video game Easter eggs, an interview with *Tips & Tricks*' Chris Bierle, a look back at some of the best fanzines of years' past, game reviews and more...all spiced out by Ragan's and his contributors' opinions on game development, and finished up with some game com-ribbing. Well-written and packed with text, it's definitely worth a read. Highly recommended.



The Internet NES Database



Located at www.simplenet.com/indb/, The Internet NES Database is your one-stop reference for information on NES games. It's got reviews, Title Screen screenshots, tricks, codes, ending descriptions, awards listings, and text versions of game manuals for a lot of old 8-bit NES games. Found a game in your attic that you've dusted off your NES just to play, but don't have the instruction manual anymore? Or, better yet, want to find out what the 30 lines code is to Control (if you don't know what it is...you probably don't own a NES), it's all right here. Unfortunately it doesn't have many images or screens of the games aside from the Title Screens, but this is still one of the best resources on the Net for finding info on NES games.

GRAND THEFT AUTO IS BACK

GTA2

"GTA2 is an arcade gamer's dream come true."

- GameFan January 2000

"If entertainment could be measured, GTA2 would bust the scale"

- GameSpot, July October 1999

"Fun? Yes. Funny? Sure. Obscene? Hell yeah."

- IGN January 2000



RESPECT IS EVERYTHING.

WWW.GTA2.COM

FREE

Rockstar
Motorola
Pager with
a purchase
of GTA2.

FREE PAGER!

www.rockstergames.com



Coming Soon to
Sega Dreamcast.



© 1999 Rockstar Games, Inc. All rights reserved. Grand Theft Auto 2 is a registered trademark of Rockstar Games, Inc. The Rockstar logo is a trademark of Rockstar Games, Inc. The word "Rockstar" is a trademark of Rockstar Games, Inc. The word "GTA" is a trademark of Rockstar Games, Inc. The word "GTA2" is a trademark of Rockstar Games, Inc. The word "FREE PAGER" is a trademark of Rockstar Games, Inc. The word "FREE" is a trademark of Rockstar Games, Inc. The word "Rockstar" is a trademark of Rockstar Games, Inc. The word "Motorola" is a trademark of Motorola, Inc. The word "Pager" is a trademark of Motorola, Inc. The word "with" is a trademark of Rockstar Games, Inc. The word "a" is a trademark of Rockstar Games, Inc. The word "purchase" is a trademark of Rockstar Games, Inc. The word "of" is a trademark of Rockstar Games, Inc. The word "GTA2" is a trademark of Rockstar Games, Inc.



"If things work out the way we want them to, the video game will be released when the next movie comes out and it will actually have something to do with the movie."

The Wachowski brothers are the impending game of *The Matrix*.
See www.whatisthematrix.com for more details.

Quartermann - Video Game Gossip & Speculation

Movie deals make our cronicles return to the news this month, with all kinds of things being signed up as everyone rushes to get something "different" into development for PlayStation 2. Everywhere the Q looked someone was keen to split the beans on a "hot" deal between the games and movie business. All sounds like déjà-vu to us...but *The Matrix* game could be cool. Elsewhere this month the Q's spies have unearthed all kinds of new hardware deals, including juicy news about PlayStation, Dreamcast and Microsoft's no-show, the X-Box.

RUMOR X-Box just ain't happening.

TRUTH Microsoft didn't say a word at Comdex, and then kept quiet again at CES in early January, if they did have anything up their sleeves, they'd have probably shown it by now. Blame it on the court case, or blame it on the fact that Microsoft has little interest in working in the hardware market—but it looks like the project may well have been put on hold. No one we spoke to at Microsoft was prepared to comment. Now there's a surprise.

RUMOR Flying Tiger is working on a third *Time Crisis* game for the PlayStation.

TRUTH Namco's keeping fairly quiet about this one, but we understand that the developer is working on a project currently going under the name of *Time Crisis Alpha*. Expect to see it this year.

RUMOR Sony is working on new consumer electronics items designed specifically to complement the PS2.

TRUTH First out of the gate will be a 15" LCD TV that sounds like it may

well be the ultimate gaming monitor (although it does sound a bit small). Boasting just about every kind of input under the sun, we understand from our spies that the design of the unit will look very much like the PS2. So a bit on the ugly side then.

RUMOR It was bound to happen sooner or later...PS2 is nearly here, so someone had to go and let it slip about PlayStation3.

TRUTH Apparently it's set to be 1,000 times more powerful than PS2, but no one's pinning a date on when it would be unveiled. The rate the technology is advancing at the moment though, speculation seems to be that by the time X-Box is required, it will be even more powerful still. If you want to see something that can render images that look truly real, experts say you need something at least 1000 more powerful. Might have to wait a while for that then.

RUMOR "The Game of the Movie" is making an unwelcome comeback in the year 2000.

TRUTH Take 2 has recently acquired the rights to *Austin Powers* and will be producing both PlayStation and PS2 titles over the next four years.

THQ has signed up the *Evil Dead* series (as reported before in *EGM*), and the first game *Ashes 2 Ashes* will be out before Christmas. The Wachowski Brothers have signed a deal with Shiny Entertainment for a game of *The Matrix* in time for the release of the second and third movies in 2003. Given Shiny's track record in meeting release dates though...don't expect to see it until well after the whole trilogy has been released several times on DVD. Finally, there's a *Blair Witch* game coming from Gathering of Developers...we'd love to see something in black and white and with scary camera angles (*Silent Hill* style)—but you can bet your bottom dollar that this baby's going to have a lot in common with *Resident Evil*.

RUMOR Duke Nukem is set to make some noise on PS2, but maybe in a "one time only" deal.

TRUTH Now that GT Interactive has been bought by Infogrames, there is some confusion over who has the power over the Duke Nukem franchise. Before it all gets terribly complicated though, we do have assurances that we'll see a PS2 Duke Nukem game out in the next few months (the ridiculously lengthy-titled Duke Nukem: Time To Kill 2: Planet of the Babes) followed by a PS2 game soon after the system launches. GT will be doing the honors for making PlayStation while Take 2/Rocstar/Gathering of Developers will be bringing us something on PS2 that Rockstar boss Sam Houser describes as "the best console version of Duke yet." Well...he's not up against much competition there is he?

RUMOR Sony working on a handheld system to rival Game Boy?

TRUTH Sony's recent deal with Palm Computing has fueled rumors of a Memory Stick-based handheld device aimed squarely at the entertainment market. The Internet could feasibly be used as the delivery medium for the system (download stuff to your PC, or directly to the Palm device with a wireless modem) with Memory Socks allowing up to 64Mb (and soon even more) of storage. Developers are already enamored with the Palm platform, while Sony could also let the system interface with the PS2 with relative ease. Throw in the fact that Sony recently announced that it wanted a piece of the Pokémon pie...and it looks like the multi-media giant really is thinking seriously about a portable system. We'll bring you more news as we get it.



TOO MUCH TOO SOON?

Dreamcast 2 A Reality?

A couple of months ago in *Q-Matrix* we brought you news about Sega's possible plans for new Dreamcast specs in the near future. While it's been known for a while that DVD will enter into the equation at some point, anything further has been pure speculation. When elsewhere Sega boss Bernie Stolar intimated that the Dreamcast was fully upgradeable earlier last year, few really believed that Sega would actually follow up on this. Stung by Sega upgrades before (32X, Sega CD) the general consensus was that the whole thing would be an almighty FXX up from beginning to end.

Well...everything has gone remarkably quiet on this front. While no one will discuss strategies as to "how" this will be done...we do now know that two new technologies are heading to Dreamcast. **The DVD drive could be ready in the first half of 2000, while the new graphics chipset could be implemented as soon as next summer.** But where does this leave the existing system? Will we see two machines—a "deluxe" and a "standard"? Will there be an add-on box? Maybe a way of sending your machine back for an upgrade? No one's talking. We do know that the new NEC/Videologic graphics chip is 100 percent compatible with the PowerVR3.0, so software will run with the new chip. But where does that leave existing systems? The Q-Spies are continuing to hunt down news on this story. Let's hope Sega doesn't repeat any mistakes from its past by diversifying too much.



HUNT OR BE HUNTED. KILL OR BE KILLED.

WILD METAL

Reclaim the future for mankind, or become the final casualty.

FREE*

Reckstar Motorola Pager
with a purchase of Wild Metal

SEE STORE

WWW.RECKSTARGAMES.COM



High explosive, heavy artillery attacks await



Blurring lighting and atmosphere with hyper-realistic graphics effects



Enemy tanks are armored to block both anti-air and anti-ground

coming soon to:

Sega Dreamcast.



*One year limited warranty against original manufacturer. Offer good through 1/31/01. Limited quantity. Subject to change without notice. ©2000 Sega. All rights reserved. Sega, Dreamcast, and Wild Metal are trademarks or registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. Other names and logos are trademarks or registered trademarks of their respective owners. Sega, Dreamcast, and Wild Metal are trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. Sega Enterprises, Ltd. is not responsible for any damage to your computer or other equipment caused by the use of this software. Please refer to the user manual for more information.



www.playstation.com

SKIDMARKS.
THEY'RE NOT
JUST FOR
UNDERWEAR
ANYMORE.



©2000 Electronic Arts Inc. EA GAMES, EA, EA GAMES logo and the EA GAMES logo are trademarks of Electronic Arts Inc. EA and EA GAMES are registered trademarks of EA GAMES Inc. EA GAMES logo, EA GAMES logo and EA GAMES logo are trademarks of EA GAMES Inc. EA GAMES logo, EA GAMES logo and EA GAMES logo are trademarks of EA GAMES Inc.

EA GAMES DOG



It's not driving. It's a rambunctious, hair-down, dust-your-eyes drivers on 25 different tracks. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious. Survive the hair-jaws rambunctious.



Once he gets behind the wheel, things go giddy.





אֵלֵינוּ אֵלֵינוּ אֵלֵינוּ
 אֵלֵינוּ אֵלֵינוּ אֵלֵינוּ
 אֵלֵינוּ אֵלֵינוּ אֵלֵינוּ
 אֵלֵינוּ אֵלֵינוּ אֵלֵינוּ
 אֵלֵינוּ אֵלֵינוּ אֵלֵינוּ
 אֵלֵינוּ אֵלֵינוּ אֵלֵינוּ

Not everyone can solve the mysteries of Grandia.

It's a strange land where magic and technology coexist among the forces of corruption.

A place where the dominating culture lives in peace and harmony while a sinister force works just below the surface to discover the dark secrets of an ancient civilization.

In this world, an epic struggle shall be determined by a brave, smart and resourceful hero who must master dozens of spells. A hero who is outnumbered by several hundred to one.

This is the world of Grandia—a mysterious, odd, strange yet beautiful planet that hangs in the balance between good and evil.



www.playstation.com



©1999 Sony Computer Entertainment Inc. Character Design: Takashi Kamekura. All rights reserved. PlayStation and The Final Fantasy are registered trademarks of Sony Computer Entertainment Inc.

GAME ARTS

GRANDIA





www.playstation.com



Requires Dual Shock analog controller.*



It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 300 turn-of-ages, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflier. You'll use plenty of anti-ape devices, like a primate-punishing Brain Club, a mean Shotgun and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock® analog controller**. Prepare yourself, things are about to get hairy.



*On other official PlayStation brand or licensed controllers featuring the "Analog Control" icon. Analog mode only. May not function or performance may vary. ©2001 Sony Computer Entertainment Inc. All rights reserved. In the making of this advertisement. As for the truck driver, that's a different story.



**APE
ESCAPE**

**You better get them
before they get you.**

very with other controllers. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Ape Escape is a trademark of Sony Computer



Previews

This Month in Previews

- 58-60 Shenmue
- 62 MDK2
- 64 DCW: Hardcore Revolution
- 68 D2
- 70 Space Channel 5
- 72 Tony Hawk's Pro Skater: Helden & Gangers Wild Metal
- 77 ESPN Baseball Tonight! Grand Slam Legends Hydro Sprint
- 80 Worldwide Soccer 2000 (Unlimited Game)
- 80ekozed 2: Value Plus
- 82 Super Magnetic Nya Nya Dance Garcia Revolution 2nd Mix Rainbow Catbox
- 7 Missions: The Uncanny Entrance

- 90 Banjo-Tooie
- DCW: Hardcore Revolution
- 92 Ogre Battle 64: Person of Lordly Caliber International Track and Field 2000

- 94 Armored Core 2 Type-S

- 96 System Filter 2
- 100 Front Mission 3
- 102 Alundra 2
- 104 Hot Shots Golf 2
- Samurai Showdown: Warrior's Rage 2
- 105 Rock the Rink
- Eternal Eyes
- 106 DCW: Hardcore Revolution Spider-Man
- Armored Core: Master of Arena

- 107 Triple Play 2001 MLB 2001
- 108 Rescue Shot Go Go Space Battle Cruiser Yamato Chapter 2 Chase The Express Ray Crisis

- 112 Driver
- Tony Hawk's Pro Skater
- Super Shot Golf Robot
- Blastar Master
- Heroes of Might and Magic
- Trade and Battle Card Hero

- 116 SNK Gai Fighters Neo Zi Destruction

- 119 Overlord Thunder Marvel vs. Capcom 2



WARNING: Products marked with international symbols may or may not be released in the U.S. They are destined to run on Japanese or European PAL systems. Import at your own risk.

When PlayStation 2 news first broke, a lot of people got excited. Everyone was drooling over screenshots of Soulcalibur, Tekken Tag, Gran Turismo 2000, etc. But now, only a few months later, PS2 information has slowed down to a trickle. As we go to print, we're only two months away from the Japanese launch of the Sony super-machine. Even though developers have a million and one games lined up for the thing, we've seen screenshots for only a handful. That means either: Reports of PS2 games in development are greatly exaggerated (not likely), or most projects are a lot further off than everyone originally thought. This also means we don't have a whole lot of PS2 to preview just yet. Don't worry though...we'll have in-depth looks at all the PS2 games coming out in Japan,



whether you want to see them or not. This is pretty good news for Dreamcast. As you can tell by the size of the DC Previews section, the system isn't letting off the gas pedal. If it can keep the pace up, we'll have a good ol' fashion system war on our hands this winter (well, at least in the U.S. where Sega's

machine is firing much better). So where does that leave Nintendo? With the amount of N64 software dwindling along with gamers' excitement over Dolphin (when are they going to release some more news or info on this phantom machine?!), the near future's not looking too bright for one of our favorite game companies. Third parties are dropping the cart format like crazy, and we have really nothing to look forward to other than a handful of first-party games. Nintendo...it's time to start showing us what the Dolphin can do.

At least the big N doesn't have to worry about a competing X-Box for the time being. Our crack reporters went to the Consumer Electronics Show, only to come back with no news on Microsoft entering the console business. That's not to say, however, that our editors didn't work hard while in Las Vegas. In case you didn't know, CES is also home to an annual...uh... "adult entertainment" convention as well. 



TOP 5 Preview Picks

1. Shenmue
2. Banjo-Tooie
3. Front Mission 3
4. MDK 2
5. Space Channel 5

- Dreamcast, Now-Japan
- Nintendo 64, Mid-2000
- PlayStation, Spring 2000
- Dreamcast, February 2000
- Dreamcast, Now-Japan

Based on what you know today, which platform do you think is going to win the system race?

(Source: videogames.com online poll)

Sega Dreamcast - 6045

Nintendo Dolphin - 5846

Sony PlayStation2 - 12609

DECEPTION III
DARK DELUSION

SWEET
DREAMS
LITTLE
ONE.



Dark Deception 3 developed by 2PM Studio Inc. Tecmo is a trademark of Tecmo, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. © 2009 Tecmo, Inc. A member of the Interactive Digital Software Association.

TECMO
www.tecmo.com

Coming soon to the PlayStation® game console.

NOTHING IS SAFE.



CHECK OUT BATTLETANX™ ON



© 1999 The 3DO Company, Inc. All Rights Reserved. 3DO, Game Boy Color, Game Boy Advance, and the Game Boy and Game Boy Advance logos are trademarks of Nintendo. All other trademarks and registered trademarks are the property of their respective owners. The Game Boy Color logo is a registered trademark of Nintendo. The PlayStation logo is a registered trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.



**More insane weapons
and modes of destruction**



**Four Player
head-to-head action**



**22 new levels and 12
havoc-wreaking tanks**

BATTLE T A N X

GLOBAL ASSAULT

Fight for the Future.

3DOTM

www.3do.com

NEED FOR SPEED

PORSCHE UNLEASHED

Flight 911



For your safety

In preparation for takeoff, securely fasten your 5-point racing harness. You are flying in the Porsche® 911™ Turbo—capable of launching from 0 to 60 in 4.3 seconds and cruising at speeds in excess of 170 mph. Please remember, smoking the tires through 360s and four-wheel drifts is strictly encouraged. We know you have a choice when it comes to your adrenaline needs—thank you for choosing Need for Speed.

Sicherheitsbinweise

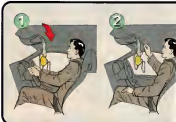
Vor dem Start die Sicherheitsgurte fest anlegen. Du fliegst in Porsche 911 Turbo.

Mesures De Sécurité

Veillez à bien attacher vos ceintures au vu du démarrage imminent. Vous vous trouvez à bord de la Porsche 911 Turbo.

安全のために

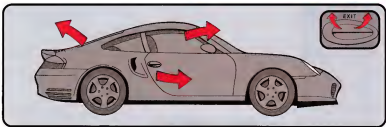
運転時には、必ずシートベルトをしっかりと締めてください。現在、ポルシェ911ターボで飛行中です。



also available on PC CD

ELECTRONIC ARTS
www.needforspeed.com

NEED FOR SPEED is a registered trademark of Electronic Arts Inc. © 2005 Electronic Arts Inc. All rights reserved. Porsche is a registered trademark of Porsche AG. Porsche Carrera GT is a registered trademark of Porsche AG. Need for Speed is a registered trademark of Electronic Arts Inc. Need for Speed is a registered trademark of Electronic Arts Inc. Need for Speed is a registered trademark of Electronic Arts Inc.



EXIT OPERATION:
OBSERVE SURROUNDINGS IF SCENERY IS MOVING-REMAIN IN VEHICLE. IF STATIONARY, PROCEED WITH CAUTION TO NEAREST EXIT



Shenmue: Chapter 1 Yokosuka

Platform:	Sega
Developer:	Sega
Players:	1
Genre:	Adventure
% Done:	100%
Release:	Nov-Japan
Web Address:	www.sega.co.jp
	www.shenmue.com

The Good: The graphics, the detail, the atmosphere, the story...

The Bad: The valuable social time lost to Space Harrier and Hung-On.

Not the Best: Smiling Ryo after a month without bathing.



The death of Ryo's father (above) sends Karate Club founder Ryo (right) into a state of vengeful determination. What adventures await him in Hong Kong?



CHARACTERS

Shenmue Stars



The vicious killer of Ryo's father, Soryu, truly sports a demon's résumé. In addition to connections with the Chinese Mafia, he practices a forbiddin', deadly and very cool-looking martial art.



Despite being on just about every piece of promotional material related to Shenmue, Rei Shenmue only appears in the game's eagle-laden intro and a few of Ryo's dreams. With this kind of build-up, she better be great in Chapter 2.

After years of development, a usual press conference and an estimated \$70 million in development costs, the first chapter of Yu Suzuki's epic Shenmue has finally been released to Japanese audiences. Set in the sleepy Japanese town of Yokosuka, Chapter 1 delivers a cinematic adventure gaming experience unlike any other and sets the stage for what should be an awesome Chapter 2.

On Nov. 29, 1998, Ryo Hattori's life changed forever. Witnessing his father's death at the hands of the powerful and mysterious Chinese man, Ryo opts to leave his normal high school life behind to avenge his father. Little does he know that the death of his father is but a small piece of the vast international conspiracy he's about to enter—as he investigates, he discovers an evil chain of command stretching to China, an ancient Chinese legend about the battle between heaven and hell and his father's mysterious identity and past.



Where would Yokosuka be without stalwart high school students like Ryo to keep its sunny underbelly in line?



Despite previous reports that would indicate otherwise, Shenmue bears nothing in common with the oft-gorted, rarely liked Dragon's Lair. While the cryptic Japanese-named genre "Full Interactive Eyes Entertainment" probably doesn't say it as well as it should, Shenmue is first and foremost an adventure game. Replete with an excellent story, item puzzles and tons of dialog, Shenmue strays from the typical adventure game by interspersing a number of action scenes into the intriguing story line. Action comes in two distinct flavors: Quick Timer Events and Free Battle.

Quick Timer Events are the controversial action sequences that inflamed skepticism of Shenmue's gameplay—key events prompt you to quickly tap a button to protect Ryo in a variety of dangerous and unpredictable situations. While simple to execute, the resulting brawls are action-packed and beautifully choreographed, rewarding players with a cheap visceral thrill. The Free Battle System supplements the shallow-yet-satisfying Quick Timer Events with a more traditional brawler approach. Like Sega's Genesis classic Streets of Rage, Ryo busts heads with a wide range of impressive motion-captured karate moves. While these battles are unfortunately a little short-lived and under-represented, the Free Battle System is surprisingly deep, and the game provides numerous opportunities to add new moves to Ryo's already



Shenmue's creator, Yu Suzuki, has had an impressive run designing arcade games. His résumé includes *Space Harrier*, *Hang-On*, *Out-Run*, *Virtual Fighter* and, most recently, *F355 Challenge*. While all of his games have come home at some point, *Shenmue* is his first game developed specifically for a console.



The detail of Shenmue's world is unprecedented. Look through drawers, chat with the locals or just see the sights—there's a lot to do. Exploring the environment is practically a game in itself.

formidable arsenal. Ryo can also take time out of his busy schedule to practice his moves in the park, allowing him to strengthen them even further.

But wait, there's more! As if the game itself weren't enough, Sega has piled the game high with some inestimable distractions. *Shenmue* has a little something for everyone. Ryo can drive a motorcycle or forklift, the latter done as a part-time job to finance Ryo's active toy-buying lifestyle. Yokosuka's lone Game Center offers two classic '80s Sega arcade games designed by Yu Suzuki, *Space Harrier* and *Hang-On*. Lucky players can win these games at the local convenience stores for free play on Ryo's anachronistic Saturn. Early in the game Ryo will stumble upon an orphaned kitten. In addition to naming it, it's up to Ryo to feed it and give it plenty of loving attention. Finally, *Shenmue* features an extensive, Sega-wide "Omni" mode. A vast collection of Sega-themed knickknacks are available in toy vending machines and convenience stores, and don't really do much of anything but showcase Sega's glorious gaming past. To top it off, players can trade these toys with friends online via the included *Shenmue Passport* disc.

After seeing *Shenmue*, you'll understand just why it's the most expensive game ever produced: The town of Yokosuka and the surrounding environs are lush, detailed and alive. Every building and object is carefully modeled and textured, with a majority of them providing players with some level of interaction, prompting the game's "Full Reactive" nature. While being able to flip through every drawer in Ryo's house may not sound like fun, exploring and fiddling with Shenmue's completely unnecessary world is entertaining in its own right.

Yokosuka teems with life as beautifully detailed people walk its streets. Would-be stalkers will be happy to know that one can follow reary characters

around all day and watch them work, buy groceries and end the busy day with a nightcap in one of Yokosuka's many bars—the only details that seem to be missing are Ryo's bathroom breaks and showers.

All of this excellent art is supported by the most impressive 3D engine seen anywhere. Your view will drop when you first see Shenmue in motion—still screens cannot prepare you. Despite pushing more polygons than any broadcast game to date, the game runs at a steady 60 frames per second, hindered only in the busiest parts of town when large numbers of people inhabit the screen. The environment never pops in, and people and other less-plastic environmental elements fade in as their models and textures load from the GD-ROM. This can be a little problematic at times—sometimes people will mysteriously appear right in front of Ryo as he runs through the streets, but these are niggling technical points and don't hinder gameplay in the least. To top it off, *Shenmue* features the most realistic lighting and shadows seen in any game. Each light source not only illuminates the environment but accurately shades on the characters' bodies as well (rather than brightening up individual polygons on a character's body, most games save processing power by adjusting the color values of the entire model to simulate lighting). The light sourcing also casts realistic shadows, allowing Ryo to have multiple ones that fade in and out as he runs through Yokosuka's streets at night. These aren't your standard game shadows, either—each one realistically staggers and stretches across multiple surfaces just as in real life.

If you can believe it, *Shenmue*'s sound is just as developed as the graphics and provides an integral component to making the game feel as alive and special as it does. A combination of synthesized and orchestrated music appropriately match Ryo's feelings—terror at the sight of his

MINI-GAMES

The Many Faces of Distraction

There are enough mini-games and other distractions to entertain one for hours on end. Among them are arcade games, a virtual kitten and the ability to collect a wide assortment of 3D Sega chitchiknari.



Would you rather have *Shenmue* be dubbed into English or subtitled when it comes to the States?

1 I don't care whether it's dub or sub (50% English / 50%)

2 Dubbed (42%)

3 Subbed (42%)

4 I don't care about *Shenmue* at all (44%)



beloved father, intrigue at the mention of the Chinese Mafia or out-and-out goddess with Yokosaka's Italian pizzaman, Mario. While the music



conveys the mood, the game's excellent sound design conveys the realism of the environment. Dogs bark in the distance, footsteps pan from one speaker to another as people walk in front of you and every person has a variety of lines to say. Shenmue's voice acting is incredible, to say the least. Every character has a distinct vocal style—Ryo's voice and dialog is grimly determined, while the ever-dancing American Hot Dog vendor speaks a hilarious mixture of English and Japanese.

At the end of the *Shenmue* Chapter 3, all one can really do is wonder what awaits Ryo in Chapter 4. Sega of Japan has yet to announce a release date, but let's hope that Sega of America can get a head start and narrow the gap between the U.S. releases of the two chapters.

Of course, *Shenmue* is coming to the U.S. With all of the voice and text to localize, however, Sega of America has their work cut out for them.



How they'll localize it remains to be seen. Adapting a game this rife with Japanese signs, notes and labels will be difficult indeed—hopefully Sega will find an implementation that doesn't force them to retexture them all with English text and, thus, drastically alter the game's exotic feel. To widen the game's audience as much as possible, expect Sega to dub the speech in English rather than subtitle it. If they do as good of a job as they did with *Seic Adventant's* speech, American gamers should be in for a real treat. We'll let you know as soon as Sega of America announces a release date for *Shenmue*. 🍌



Shenmue's Free Battle System features nearly 50 moves which can be learned from scrolls or a number of teachers, including Ryo's brother, Fukuhiko. Practice your moves and they'll get stronger. For all this detail, though, you'd expect more battles than there are.

SHENMUE PASSPORT

Otaku Passport

Packaged with *Shenmue's* three game discs is a fourth disc, called *Shenmue Passport*, of more esoteric distractions. Fans of the game can connect to the Internet to add all kinds of interesting, if largely useless, functionality to their game experience. The more you play, the more options you'll get.



The **Theater** lets you rewatch cinematics from the game that you've already seen. Great for brushing up on your Japanese.



Like the **Theater** option, the **Music Box** lets you listen to music from the game, including the lush orchestral versions.



Those famous facial bones are back. Really little more than eye candy, these talking heads tell you about the game.



Buy, sell and trade clutterbait with friends all over the world! **Something** and is sure to happen if you collect them all.



Shenmue World provides plenty of non-vital background information about the game's people and places.



Our favorite character, Tom the Hot Dog man, is 27, a Sagittarius and has Type B blood. Ladies, take up now!



Upload your mid-game high scores to a massive, worldwide ranking. We're #3617 in **Space Barrier**. It says *crazy*.



JOHN McCLANE STUNT DOUBLE # 56
- ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

**DIE
HARD**
TRILOGY

VIVA LAS VEGAS



PREVIEW

MDK2

LOSING CONSOLE VIRGINITY

MDK2 is actually BioWare's first console game. It's also the team's first 3D action game too. Previously they were revered for their work as the enormous-selling Baldur's Gate on the PC. The 3D engine used here has been in development for more than three years.

Publisher: Interplay
Developer: BioWare
Players: 1
Genre: Action
% Done: 70%
Release: February 2000
Age In: PC
Web Address: www.interplay.com
 www.mdk.com

The Good: Amazing visuals...a definite step up from the original game.

The Bad: Like the original, not everyone will 'get' the humor.

Get The Info: Alies that fart.



As with the first game, sniping is an important element when playing as Kart. Here, you see him taking on the first boss (right). It's necessary to snipe at vital parts in order to destroy it (above). Fortunately, to make life easier, you get a second camera view (next) so you can see if you're under attack.



JUST AS SILLY

Dumb Story



The basic idea behind MDK2 is pretty much the same as the original, even though the game is made by a completely new team. It's an action game with a clever blend of dark, gloomy and alien imagery that's mixed with quirky and somewhat weird humor.

The action picks up immediately after the end of the first game. The team thinks they've saved the world and can go back to leading normal lives, immediately after though, the alien invasion begins again, starting with another small town. This time it's Edmonton, Canada.

Following the tradition of the first game which took place in Laguna, this is the location of the development team's offices (in case you were wondering).

We've been following the development of MDK2 quite closely for some time now. While not the most spectacularly successful game ever, the original (on PlayStation) was certainly different from your usual run-of-the-mill 3D action games. Blending action and humor, while throwing in lots of cool special effects has been a recipe for success in movies for years, and maybe MDK2 will be able to achieve what its predecessor was unable to.

Certainly a showcase product for the Dreamcast, MDK2 makes use of a lot of the system's features. Sure, the graphics and overall presentation are spectacular, but we were impressed to find that some clever and imaginative uses have been made for the Jump Pack, VMU and Internet capabilities of the system. Jollies and numbings are pumped through the pad to make some sections of the game more physically challenging, certainly a step above what we've used to in the force-feedback department. VMU support (apart from the obvious

use: Saving games) is designed to help communicate tips and tricks easier. Players will be able to save replays to the VMU and then upload these onto the Net (e-mail them to friends) so that others can see how to effectively beat

a boss or complete a puzzle. While a simple concept, this certainly seems to be an idea that we'll no doubt see being 'borrowed' by other game developers in the coming year.

MDK

Which of the following is the next messiah of MDK?

- Man Don't Know
- Mumbling Dirty Knob jokes
- Musically Damaging Karaoke
- Mummies Do Karate
- My Dog's Knob
- Max Dr. Fluke Hawkins & Kurt
- Major Drassy Kneebles
- My Dropped Khakis
- Heek's Do Karate
- Mechanical Drink Keg
- Mr. Dunge Kisser
- Murder Death Kill

BY GUY WATSON FOR EW.COM



Apart from looking simply gorgeous, the big 'hook' with MDK2 is that you don't just play one hero. The game is divided into sections that see you playing all three of the eponymous heroes. Kurt continues as before in a stealthy, action-here kinda way. Max the dog is a gun-toting brawler while the Doctor's game is more of a puzzle-solving adventure.



JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS.

**DIE
HARD**
FRILLOS

VIVA LAS VEGAS



PREVIEW

ECW: Hardcore Revolution

Developer:	Acclaim
Developer:	Acclaim Studios-SC
Players:	1-4
Genre:	Action
% Done:	90%
Release:	February 2000
Box In:	\$64, PS
Web Address:	www.acclaim.com
The Good:	Faster gameplay and good graphics.
The Bad:	It still doesn't have that TV wrestling-show feel.
Get the Edge:	Barbed wire matches with all that icy blood.



The models and background graphics are more detailed, the textures are clearer and the animation is better.



Wrestling isn't all about destroying your opponent. Here Rob Van Dam helps Sabu get a painful cramp out of his leg.

PROFILE

Gentle Giant




Nike Awesome: ECW World Heavyweight Champ
Hometown: Tampa, FL
Weight: 292 lbs.
Tamed since: 1992
Claim to fame: Walked into the Anarchy Rule PPV unannounced, defeated Tanaka and Tar and walked out the champ.
Toughest opponents: Masato Tanaka, Sabu
Ass he wants to kick meat: "Spike Dudley once dropped me when I wasn't looking and he's gonna play."
Favorite event: Barbed wire match
Favorite weapons: Barbed wire baseball bat
Finishing moves: Running Power Bomb "First, I kick the guy in his gut to double him over, then I stick his head between my legs and hoist him up onto my shoulders, then I run across the ring launching him so he goes through the canvas."

Gone are the days of slow, technical mat gripping. Now pro-wrestling athletes do things that send shivers up gymnasts' spines and juice more blood than a GVAR concert. Like it or not, wrestling has turned extreme baby, and it doesn't get more extreme than ECW. Extreme Championship Wrestling. Now you can enjoy all the blood, violence and vulgar language of the first "M" rated wrestling game with the debut of Acclaim's latest game franchise, ECW: Hardcore Revolution for the Sega Dreamcast.

To say that ECW HR doesn't bear a passing resemblance to WWF Attitude is like saying Goldberg doesn't look like Austin. Now this may start chests like "You suck, you suck!" but don't

throw your drinks at the ring just yet. A tweaked version of the Attitude engine powers ECWHR and it allows for faster gameplay and smoother animation. The Dreamcast's extra muscle puts out higher-res textures and poly-boasted wrestler models, making the game look more realistic. And to make it more like ECW-F'n-W, the wrestlers bleed and bleed often.

Acclaim is hoping to get a good pop from the crowd by adding new modes and improving on existing ones. In Career Mode, players build their reputations by defeating jobbers (wrestlers born to lose) before taking on over 40 ECW superstars (in everything from cage to barbed-wire matches) and finally claiming the ultimate prize: the heavyweight championship title. But the game doesn't end there. You can still play as the champ and defend your title against all challengers. The Create-A-Wrestler Mode has been to the gym and pumped up some. Players choose what their wrestler looks like, from tattoos to triceps, then build a move set for their wrestler and adjust attributes like speed, strength and agility. That's not all. Within the Create-A-Arena Mode, players design their own arenas with options to change mat and ring apron textures, arena lighting, banners and background graphics.

It'll be interesting to see if Acclaim will keep their baby-face image or turn heel with the release of ECWHR. If the game gets a good reaction from the crowd, this could turn into a new franchise. 





McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

**JOHN McCLANE IS BACK.
AND LAS VEGAS WILL NEVER BE THE SAME.**

IN DIE HARD TOLOGY 2 YOU CAN PLAY YOUR FAVORITE GAME OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR ENEMIES HAVE ADVANCED AS, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOSTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO DROP.



For mature audiences only.

www.fxstetwative.com



GOOD LUCK, YOU'LL NEED IT.

© 2005 Twentieth Century Fox Film Corporation. All rights reserved. PlayStation 2 and Xbox are trademarks of Microsoft Corporation. Fox, Fox Interactive, Die Hard, Die Hard 2, and Die Hard: The Game are trademarks of Twentieth Century Fox Film Corporation. All rights reserved. PlayStation 2 and Xbox are trademarks of Microsoft Corporation. All other trademarks are the property of their respective owners. The image used in this advertisement is a trademark of Fox Interactive Entertainment.

"... (the) best
arcade baseball
game you can
buy - period."

"Editors' Choice" - Game

1 1/2" 1997
★★★★★

"Editors' Choice" - IGN

"THE BEST
BASEBALL
GAME EVER."

- PC Gamer



IT'S LIKE WINNING THE CY YOUNG,
ROOKIE OF THE YEAR, AND MVP
AWARDS ALL IN ONE SEASON.

HIGH HEAT *Baseball* 2001

COMING THIS SPRING.

3DO™
www.3do.com

© 2000 The 3DO Company. All Rights Reserved. 3DO, High Heat Baseball, and their respective logos are trademarks and/or service marks of The 3DO Company in the U.S. and other countries.
© Major League Baseball. Major League Baseball Player's Names. Major League Baseball, trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. majorleaguebaseball.com.
PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. "PlayStation" and "PlayStation Baseball" are registered service marks of Sony Computer Entertainment, Inc. in St. Louis, Missouri. All other trademarks belong to their respective owners. ALL QUANTITIES ARE NOT YET KNOWN. ESTABLISHED IN 1989. 3DO COMPANY, 3DO



PREVIEW



VALLEY OF THE DEAD

As stated in the sidebar (see *Warp Speed*) there is a secret movie in *D2* that reveals Warp's future Dreamcast project. In the import version, you had to have a game-save from an obscure Japanese game to unlock it. How you will access it in the U.S. version is unknown, but maybe a completed game-save will unlock it.

D2

Platform: Sega
Developer: Warp
Players: 1
Genre: Action/Adventure
% Done: 100%
Where: Now-Japan
Like in: None
Web Address: www.sega.co.jp
 www.warp-jp.com

The Good: A survival-horror adventure for Dreamcast.
The Bad: It's no *Code Veronica*. That's for sure.
Not the Best: Repetitive point-battles.




In *D2*, one way of sustaining your health, particularly after battles, is to hunt humans, moans and limbs. Kind of like GoldenEye, but not.

When you're not playing *Rabbit-Hunter*™, you'll be in first-person mode, glibbing at hails of snow-based creatures. Fast



WARP SPEED

Matinee



For the few crazy cats who imported Warp's audio-only Dreamcast game, *Real Sound* is, chances are, you bought it for the *Da Sheki* demo that came packed in with the game.

If you wondered what the game save on your VMU was for, it is used to unlock a secret movie in the import version of *D2*.

The movie is a glimpse of what Warp is working on for the future. Essentially a concept-FMV designed to give a brief taste of what their next Dreamcast project is, the five-minute long video will probably leave you with more questions than it answers. A Laura-like woman can be seen in the clip, although only for a nano-second. The rest is a montage of weird imagery

Originaly designed and developed for 3DO's ill-fated M2 console, *D2* has a long and storied history behind it. In development for over three years, *D2* is the third, and supposedly final, Warp game that will feature their near-mascot Laura Parola. Having appeared in the eponymous *D1* (on 3DO, Saturn and PlayStation) and the neo-follow-up *Enemy Zero*, Laura makes her third appearance on a next-generation console in the long-awaited *D2*.

The game opens with a CG-rendered FMV (found on disc 4 of all pieces) that shows Laura traveling on a plane flying high over the Canadian mountains. Unfortunately, terrorists happen to be riding the friendly skies, and it's not long before gunfire interrupts the proceedings. As if that weren't enough, a mystic shaman and a meteorite also factor into the chaos and soon the plane (and Laura) find themselves plummeting to the snowy sands

down below. What ensues is a frozen struggle for Laura and the other few survivors to find their way out of this frigid wasteland.

Gameplay takes place via a number of styles, all seen in previous Warp games, but never all at once. Like the original *D1*, you get to watch a lot of FRMG, only this time it's rendered by the game engine instead of being CG. Like *Enemy Zero*, action sequences are handled in a first-person perspective, although it's not free roaming. Instead, you're fixed on the spot as you attempt to mow down the enemies that surround you. Lastly, and only in certain quantities, there will be moments of sheer blackness and silence, much like Warp's experimental Saturn/Dreamcast project *Real Sound*.

While this makes for an interesting hodgepodge of gaming styles, it remains to be seen if gamers will embrace it. A number of changes are being readied for the American release, such as toning down some elements that some might find overly offensive. There are also some moments certain gamers might find sexually offensive that will be altered to make the game more accessible to a wider range of gamers.

While no release date has been set in stone, it seems as if *D2* has tentatively been pencilled in for an early spring release, possibly as soon as April. Check back for more details as the American version nears completion.



According to Warp head Knick, Keiji En, *D2* is to be Laura's last appearance. Can this be true? Or (17)777?



Sega Dreamcast



BASEBALL TONIGHT
COMING UP NEXT

espnthegames.com



PREVIEW

BEHIND THE POLYGONS

We thought you'd like to see an actual picture of Namie Amuro, star of Digital Dance Mix, so there she is to the left. Cute, huh?



Space Channel 5

Platform	Sega
Developer	Sega
Players	1
Genre	Miscellaneous
% Done	100%
Region	Non-Japan
Cost	None
Web Address	www.sega.co.jp www.spacechannel5.com

The Good: Fantastic tunes. Plus, Ulala is a true gaming diva.

The Bad: Only one player support and some frame-rate problems break the rhythm.

And the Winner: Picturing Chris Johnston in Ulala's outfit.

BEFORE ULALA

Space Channel 1

Building PaRappa and Beatmania to the market by several months, Digital Dance Mix Vol. 1 stirred ultra J-pop idol Namie Amuro dancing and singing to several of her hits. While not really a game (except for a few mini-puzzles), you watched a polygon version of Namie shaking her booty in hi-res at a smooth 50 frames per second which was quite a feat for the Saturn. The amazing thing is that it was developed by Sega's AM2 division. Sadly, there was never a Vol. 2.



Yes, that is actually Michael Jackson (above right) making a cameo appearance and lending his voice. While usually sticks to her own dance moves, but she "bents it" when Jacko joins her posse. Many may remember Jackson's past collaboration with Sega on the Moonwalker arcade and Genesis games. It's not likely if Space Michael will stay in the U.S. version though.

The popularity of titles like PaRappa, Bust a Groove and Beatmania must surely have caught the attention of the powers that be at Sega. With the exception of Beatmania, none of the music titles sold particularly well. What they did do, however, was even more crucial for Sega's morale and that was generating lots of buzz and word on the street. To get that type of reaction, a game has to have catchy music and a personality all its own.

Space Channel 5 is such a game and as far as personality goes, Ulala is sure to be the hottest gaming diva of the millennium (check out our Slick 50 feature from last issue). Ulala is the star reporter for Space Channel 5 and as luck would have it, aliens have taken humans as hostage. These cannae fellows dance and jiggle around, and the only way to defeat them is to mimic their moves and actions to the rhythm. Our favorite reporting gal uses not only

her hips to shake away the baddies but also a cool jet pack and twin space binisters. The aliens can be dispatched with the standard beam while various bunnies who appear must be saved by pressing an alternate button. Just as PaRappa had its "Cool" meter, Ulala has a percent rating which goes up to 100. Pressing 95 percent will cause her to start glowing sort of like she's on fire. There are four stages in all and to see the next one requires a certain percentage.

Divas can't be caught wearing the same tired clothes, so each level will spotlight a fancy new outfit for the sexy star. As cool as Ulala is, no music game would be jamming if it didn't have ear-piercing tunes. The style is sort of a hip retro groove that is very '70s, but at the same time contains plenty with a splash of Spanish horns to set the mood. It may sound strange, but you'll dig it instantly and hum the melodies for weeks.

The game gets to be surreal at times with wildy flashing lights, exploding meteors, octopi like tentacle monsters and a rival reporter named Pudding. Sega of America is hinting that Space Channel 5 is looking like a third quarter release here (that makes sense considering the U.S. launch of PlayStation 2 is most likely this September). If anyone is up to the challenge of Sega's new machine it's Ulala...and the long-delayed online gaming network wouldn't hurt either.



Even while blasting aliens with her genetic gals Ulala remains cool. Her space pilot's best music and the great gifts.



Sega Dreamcast

RP
RATED
PARENTS
STRONGLY
CAUTIONED



NBA 2NIGHT

COMING UP NEXT



espnthegames.com****
nba.com

Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. The ESPN logo is a trademark of the Interactive Digital Sports Association. NBA 2NIGHT is a registered trademark of Konami Co., Ltd. ©2000 Konami of America, Inc. All rights reserved. ESPN, the ESPN logo, and the games and NBA 2NIGHT are trademarks of ESPN, Inc. and its affiliates. All rights reserved. The NBA and individual team names, logos, and uniforms are either registered trademarks, copyrights, designs, and/or other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©2000 NBA Properties, Inc. All rights reserved.



Tony Hawk's Pro Skater

Some have called it the best skateboarding game ever made (we agree), while others have lit higher hyperbolas by calling it the best game ever made, period. Sooner or later, Neversoft's vertical masterpiece was bound to hit other platforms. In all honesty, we were lukewarm on the N64 version, but the Dreamcast version of THPS has all us fingerboarders here at EGM itching to ride. THPS for the DC will be developed by **Tonyarch** and published by **Crave**.

Entertainment, who recently acquired the lucrative rights to publish this game on Sega's system. Very little has changed in terms of gameplay and control (that's good news)...the real improvement is the souped-up graphics. The game is set for release in **late spring**.



Hidden & Dangerous

Developed by Talonsoft on the PC, *Hidden & Dangerous* is a 3D action game that jumps on the current 'sneak 'em up' bandwagon. Set for release on the Dreamcast by the increasingly prolific **Rockstar**, the console version of the game should be virtually identical to its computer brethren. You sneak around locations, peeping off bad guys and blowing stuff up in suitably spectacular fashion. **No firm release date yet.**



Wild Metal

BMA Design's (Space Station Silicon Valley, Grand Theft Auto 1 & 2) *Wild Metal* has been met with mixed comments in the PC gaming community...despite the fact that it was originally developed for PC tastes. Basically an elaborate 3D tank battle game, you find yourself cruising around harsh terrain in a variety of tanks and armored vehicles, blowing stuff up. Rather than just pointing and shooting though, WM employs some old-school tank battle game ideas in that you have to lob your shells up into the air and make them fall on the desired target. It's fairly slow paced—but looks like it might be fun in multiplayer. **Rockstar** will be bringing the game to the Dreamcast, and if everything goes according to plan, we should see it in stores before the end of **February**. Or now even.





Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



Breakthrough suspense/action adventure game. Beyond your realm of fear. Beyond any 3rd person game created.



Motion FX Technology. Pre-rendered, fully animated backgrounds creating a lightening real world.



Non-interrupted gameplay for more intense action and debilitating power. Comes in handy for the **same business mercenaries** whose destinies you control.

fear effect

It can recognise your fear. Can you?



EIDOS
INTERACTIVE
eidos.com

EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive. Fear Effect is a trademark of Eidos Interactive. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The edge logo is a trademark of the Interactive Digital Software Association.



UGOdirect.com™

MORE GAMES FOR LESS

The Hottest Pre-Orders



DREAMCAST

City Hunt

Simple is effective. One of the best arcade-to-home translations you could hope for. Good, old school fun.

WZ-16

With all of the cool features we've come to expect from the Sega Sports brand, unparalleled realism and drop dead gorgeous visuals.

Judo Legends

Imagine a cross between old school scrolling fighting games and Resident Evil. Another perfect conversion of a Namco arcade game from Sega.

Tom Clankers

From the people that brought us the classic Genesis RPG, Labyrinthians (gorgeous visuals), and the added bonus of lots of WiiU games.

Dead or Alive 2

The girls of Dead or Alive have always turned heads, but as the Dreamcast they look better than ever. Another great fighting game.

Resident Evil Code Veronica

Play as either Claire or Chris Redfield in Capcom's latest survival horror title. Sure to be nabbing shots of a huge hit on the Dreamcast.

Grand Theft Auto 2

The insanely popular 3D gangster game gets updated, improved and enhanced for Sega's box. Not for children...or the faint hearted.

Street Fighter Alpha 3

Street Fighter III seems to have what it takes. The Dreamcast version is the most perfect conversion to date. Invest in an Arcade Stick too.

100 Ninjas Revolution

Atkins's WWF attitude engine gets overhauled and packed with up-and-coming ECW fighters. More extreme, more violent...more, more, more.

Jeremy McGrath SuperCruz 2000

Motorcycle racing doesn't get a leak in very often with video games, so if you're a fan of the sport it's worth checking out.

Water & Dinosaur

A 3D action game that jumps in the current "steak 'n' egg" bandwagon. Steak around locations, popping off bad guys and blowing stuff up.



NINTENDO 64

Pokemon Stadium

Train your Pokemon and load them up into your N64 with the Transfer Pak so you can battle it out in glorious 3D.

CoronaBore 64

Another violent car game. This time is a translation of the worldwide hit PC game. Perform crashing stunts, and run over pedestrians.

Mario Party 2

Lots of the same goofball fun the first Party had. Including 44 brand-new minigames. Great multiplayer action!

Perfect Dark

The one everyone is waiting for. Due for an April release, the follow up to GoldenEye could well be one of the most successful games ever.

South 64

The conscience of the top selling PC realtime strategy game has been on the way for some time. Make sure you get yours first.



GAME BOY COLOR

Wario: Impossible

One of the coolest products for the Game Boy ever. It's not just a game...turn your handheld into a mini PDA and remote control.

Y&Z

Another old school arcade game gets brought back to life on the Game Boy. The classic WWF scrolling shooter—just as you remember it.

Resident Evil

We one believed it could be done...but the Game Boy version is incredible. The whole story...and even with speech.

Master Roster: Kuma Dais

Following the trend of master-casting games making good card battle games, this aging franchise gets reinvented for Game Boy.

BattleTanks

3D's popular tank battling game comes to the handheld world with a distinctly old-school feel. Cruise around and blow stuff up.



PLAYSTATION

Tom Clank

Clank launches a new franchise with a cool Resident Evil-like adventure featuring groovy anime-style character art and a Doomrunner-like story.

Wipe Out

Developed by ex-Buick guys Mucky Foot, this 3D action adventure has some huge levels and kick-ass action. It's been a long wait...

Sam & Max

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

WWF Backstage

The "steak 'n' egg" genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.

\$10 off your order of \$20 or more
\$20 off your order of \$100 or more*

Use VIP 66MM2 code in the shopping cart

Earn points toward free games with every purchase you make at UGoDirect.com. Create an account and track your point total on our site using your e-mail address and to receive your own password. Then fill 'em up in our store and see how it feels! And what could be cooler?

*Some orders April 15, 2000 may be limited to one per customer.

The Coolest Recent Releases



NFL 2K

Possible the coolest looking sports game ever made, Sega's first new sports game marks the start of a great looking franchise.



SEGA

"Another gorgeous looking sports game from Sega Sports, and proclaimed a 'must buy' game in the pages of EGEM.



Sega Rally 2

"Without shadow of a doubt the best racing game you'll see on Dreamcast for a while!" EGEM loved Rally 2 so much they gave it a Gold Award.



Tomb Raider: Secret of the Tomb

Lara Croft finally makes it to the PlayStation. Take some of the best attitude and mix it in with a healthy dose of Sphynx Filter like gameplay.



NBA Live 2000

The most challenging and realistic of the hoop titles on the PlayStation. And it's the first title to have Michael Jordan present.



Gran Turismo 2

After numerous delays, it's finally here. The best racing game of all time! With over 100 cars, it's got less more to choose from than the first.



WWF WrestleMania 2000

WWE's latest wrestler offers some first features...and received a Silver Award from the Review Crew at EGEM. WWF fans should check it out.



Golden Eye 04

Nintendo's big hit for Christmas has been eagerly awaited for months. See what all the fuss is about...and get an expansion pack with it.



WWF WrestleMania 2000

If you love wrestling so much that you have to take it with you, the latest portable browser is here for you to get your hands on.



Toy Story 2

All the fun of the hit Disney movie crammed down and packed into a portable sized package. Sure to be a big hit with the kids (of all ages).

Two Get The Descriptions...

HOW BUY THE GAMES!

Fill in this handy **CHECKLIST** and use it as a guide when you.

- shop online at UGODirect.com,
- call in your order to 1-800-335-0648, or
- place your order through the mail by sending us your **CHECKLIST**.

Frequent Buyer Program Membership Card

UGODirect.com

MORE GAMES FOR LESS



What I Want:

PLATFORM	PRICE	FREQUENT BUYER POINTS
<input type="checkbox"/> Crazy Taxi	\$49.99	50
<input type="checkbox"/> NFL 2K	\$49.99	50
<input type="checkbox"/> Double Revenge	\$49.99	50
<input type="checkbox"/> Street Fighter Alpha 3	\$49.99	50
<input type="checkbox"/> Dead or Alive 2	\$49.99	50
<input type="checkbox"/> Resident Evil Code Veronica	\$49.99	50
<input type="checkbox"/> Grand Theft Auto 2	*	*
<input type="checkbox"/> Time Stalkers	\$49.99	50
<input type="checkbox"/> SDW Hardcore Revolution	*	*
<input type="checkbox"/> Jeremy McGrath Supercross 2000	\$49.99	50
<input type="checkbox"/> Nathan a Supercross	\$49.99	50

NINTENDO 64

<input type="checkbox"/> Pokémon Stadium	\$49.99	50
<input type="checkbox"/> Conquest 64	\$49.99	50
<input type="checkbox"/> Mario Party 2	\$49.99	50
<input type="checkbox"/> Perfect Dark	\$49.99	25
<input type="checkbox"/> StarCraft 64	\$49.99	50

GAMEBOY COLOR

<input type="checkbox"/> Mission Impossible	\$49.99	25
<input type="checkbox"/> 1042	\$49.99	25
<input type="checkbox"/> Resident Evil	\$49.99	25
<input type="checkbox"/> Monster Rancher Battle Cards	*	*
<input type="checkbox"/> Battlebox	\$49.99	25

PLAYSTATION

<input type="checkbox"/> Fear Effect	\$49.99	50
<input type="checkbox"/> Urban Chaos	\$49.99	50
<input type="checkbox"/> Spec Ops	\$49.99	50
<input type="checkbox"/> WWF Smackdown	\$49.99	50
<input type="checkbox"/> DeusEx: H	\$49.99	50
<input type="checkbox"/> Colin McRae Rally	\$49.99	25
<input type="checkbox"/> Tombat 2	\$49.99	50
<input type="checkbox"/> Die Hard Trilogy 2	\$49.99	50
<input type="checkbox"/> Microcosm NT-0 2	\$49.99	25
<input type="checkbox"/> Net Street Golf 2	\$49.99	50
<input type="checkbox"/> Lunar 2	\$49.99	50
<input type="checkbox"/> Counter Legends	\$49.99	50

RECENT RELEASES

<input type="checkbox"/> NFL 2K	\$49.99	50
<input type="checkbox"/> SEGA	\$49.99	50
<input type="checkbox"/> Sega Rally 2	\$49.99	50
<input type="checkbox"/> Tomb Raider: Secret of the Tomb	\$49.99	50
<input type="checkbox"/> NBA Live 2000	\$49.99	50
<input type="checkbox"/> Gran Turismo 2	\$49.99	50
<input type="checkbox"/> WWF WrestleMania 2000	\$49.99	50
<input type="checkbox"/> Monkey King 64	\$49.99	50
<input type="checkbox"/> WWF WrestleMania 2000	\$49.99	50
<input type="checkbox"/> Toy Story 2	\$49.99	50

TOTAL

* Check UGoDirect.com for current prices

My E-mail _____

My Password _____

Check your frequent flyer points account any time through the Member Services section at UGOdirect.com

Ordering Information

FIRST NAME _____ LAST NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP CODE _____

TELEPHONE _____

E-MAIL ADDRESS _____

YOUR TOTAL (FROM OTHER SIDE) _____

SHIPPING INFORMATION:

US Postal Service

Priority Mail, 2-4 business days, \$4.00

International*

-Express Sure, 2 business days, \$4.70

-Priority, 2 business days, \$6.20

-Standard Overnight, Next business morning, \$6.75

*Weekday delivery within continental US only. Delivery to PO boxes not available.

ADD SHIPPING _____

ADD TAX IF APPLICABLE _____

(NY and CA state residents are required to pay applicable sales tax on shipments.)

TOTAL _____

PAYMENT

CASH ON HAND

PLEASE CHARGE TO MY CREDIT CARD

TYPE: AMEX DISC M/C VISA EUROCARD

CARD NUMBER _____

NAME ON CARD _____

EXPIRATION DATE _____

PLACE YOUR ORDER ONLINE AT:

<http://www.ugodirect.com>

ORDER BY PHONE:

1-800-323-0040

INTERNATIONAL ORDERS CALL 1-212-350-0100

OR MAIL THIS CARD TO:

UGOdirect.com

685 Hudson Street

New York, NY 10014

Copyright © 2000 UGO Networks, Inc. All prices, product specifications and release dates are subject to change without notice. Product descriptions, specifications, and performance are the responsibility of the supplier and UGO Networks, Inc. has no liability or responsibility in connection therewith. For more info visit www.ugo.com. Check the product listings on our website for the most current release dates. UGO, the UGO logo, UGOdirect.com, and More Games For Less are registered trademarks or service marks of UGO Networks, Inc. Other product names or logos used herein may be registered or trademarks of their respective publisher or manufacturers.

UGOdirect.com™

MORE GAMES FOR LESS





PREMIER
GALLERY



THE STEAKS ARE HIGH

When you pick up a slab of cow flesh in Gauntlet, think about the nutritional value. Here's how it breaks down for a 7-ounce beef steak: 489 calories, 39 grams fat and 154 mg cholesterol.

ESPN Baseball Tonight

It's about time we got a glimpse of a DC baseball game...and surprisingly, it's not Baseball 2K. Konami plans to release the first Dreamcast hardball sim in April 2000. The good news, unlike their previous attempts, ESPN Baseball is fully licensed. In fact it's developed by NCEA (Konami's American division) rather than their Japanese team. Depending on how you see it, that could be good or bad. After all, there's certainly nothing wrong with the Strike Zone series—other than the lack of MLB licenses. We can't wait to see how NCEA handles this pup. Things we do know—ESPN Baseball features great graphics (a given for a DC game) and a number of new features. Touch Sensitive Throwing allows you to control the velocity of the ball. A nifty new pitcher/batter interface features custom strike zones and extensive bat control, while each pitcher has 12 pitches to use. Finally, a Smart Cam follows close plays just as a television camera would. To top it off, everything has that "ESPN" touch, including witty comments by Chris Berman and crew.



Gauntlet Legends

By now, you've probably played some version of Gauntlet Legends. This one from Midway and Atari Games features the gorgeous graphics you've come to expect from the system. Look for it in June.



Hydro Sprint

Not to be outdone by Midway's Hydro Thunder, Promethan Design's Hydro Sprint offers a similar high-speed water-blast. You may remember Promethan for their work on Interplay's Power Boat Racing. Hopefully this DC effort will fare better than that particular game. At this time there's no publisher for Hydro Sprint. Should one step forward, it'll probably be released this summer.







Over 100 hours of intense strategy and combat with fun, addictive strategic scenarios



For the ultimate July 20 environment, to experience the best strategic games and attacks



Explore your world's progress, complete moves and more - in a single episode of our new game



Practice your fighting abilities carefully, then do battle with an arsenal of ranged and melee weapons



front mission 3

A HEAVY-DUTY STRATEGY EXPERIENCE



SQUARESOFT

www.squaresoft.com

Published by Square Enix Entertainment, Inc. L.L.C.

© 2006 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logo are registered trademarks of Square Co., Ltd. FRONT MISSION 3 is a trademark of Square Co., Ltd. PlayStation 2 and the PS2 logo are registered trademarks of Sony Computer Entertainment Inc. The logo for the Electronic Arts is a trademark of the Electronic Arts Software Association.





PREMIER
GALLERY

LUCKY BRITS

Capcom currently has no plans to release a *Resident Evil* Value Plus in the U.S., but they won't rule it out completely. Strangely, the game is confirmed for a U.K. release.

Worldwide Soccer 2000

Produced by **Silicon Dreams**, *Worldwide Soccer 2000* is a very Euro-centric soccer title which is already achieving some success in the U.K. market. Set for release in the **first quarter** here in the U.S., the game (which has nothing to do with the Saturn series, by the way) will go up against the increasing number of soccer games that are emerging from around the world. Will it be better than Konami's MLS game? Probably not...but it's a nice-looking game nonetheless.



(Untitled)

Interloop Studios (known for *Jant Strike Fighter* on the PC) is working on a game (currently without a name) that will feature several adrenaline-pumping extreme sports. You'll get to hang glide, mountain bike, snowboard (the video game industry's favorite) and more.

Interloop wants to get the game out by **March or April** of this year in Europe, but they have yet to find a U.S. publisher.



Biohazard 2: Value Plus

Japanese Dreamcast owners were understandably bummed when *Code Veronica*'s release date was pushed back, but they did get a little consolation prize: *Biohazard 2* (Resident Evil in the U.S.): *Value Plus* is basically a part of the PC version complete with sharper graphics and extra play modes. Special modes like *The Tofu Survivor* and *The 4th Survivor* are accessible immediately as is the *Extreme Battle Mode*. You still have to play through the game with a good grade to unlock Claire and Leon's extra costumes though. The real bonuses are the Gallery collection and of course the *Code Veronica* demo disc. The Gallery lets you view character illustrations, 3D models, CG models and movies... that is, once you've unlocked them. The basic rule of thumb is that if you see a character, monster or movie while playing the game, they can now be viewed in the Gallery (the Claire and Leon dials have different gallery options). The *Code Veronica* demo is great just by itself, but it has a cool jukebox collection that lets you listen to a few tunes from all three *Biohazard* special soundtracks that were released only in Japan.



GAMEFEVER.com

Serious games for serious gamers...

Free!

- Top Game Downloads
- Reviews and Previews
- Interviews and Game News

Huge Selection!

Great Prices!



GAMEFEVER.com

www.GameFever.com

These logos are trademarks or trademarks of their respective companies. All rights reserved. GameFever.com™ & © of GameFever.com. Printed in the UK



PREVIEW
GALLERY

COTTON EVERYWHERE

The cool Cotton shooter games we set out for a variety of systems in Japan (arcade, PS, Saturn, PC Engine, Mega Drive, Super Famicom, PC) but have only appeared in the U.S. once as Cotton for the TurboGrafx-16

Super Magnetic Nyu Nyu

Geek! Known for such titles as Tokyo Extreme Racer (on the Dreamcast) and Katak: The Blood (for PlayStation), gets on the action-platform bandwagon with Super Magnetic Nyu Nyu. You star as this little guy who looks like a hybrid of Rayman, Ed (from Tonic Trouble) and Mario. He runs, jumps and climbs his way through jungles, the wild west and one stage made up of toy blocks. This weird platformer hits Japan in **February**.



Dance Dance Revolution 2nd Mix

Konami's ultra-popular (in Japan, that is) dancing game Dance Dance Revolution is headed to the Dreamcast in **February**. Basically this is the same game that's been out on the PlayStation for about six months, but with some songs from the first DDR, all the new songs from the second DDR and a couple of DC-exclusive ones. Instead of making an adaptor so you could use your PlayStation DDR pads on the Dreamcast, Konami has produced a Dreamcast-specific version of the DDR mat controller. This means another \$60 for yet another controller...for what is basically the same game as on PlayStation. Now if there was something different or if this were 3rd Mix, it'd be worth it!



Rainbow Cotton

The little witch who goes by the name of Cotton just can't get a break. She hasn't aged a bit, though, since she began her bodice-ripping jaunts back in the late '80s on the PC Engine. But **Success** has thankfully brought her into 3D for Rainbow Cotton, which will hit Japanese shelves at the end of **January**. You move on a fixed path toward enemies, shooting them and using magic as you go.



7 Mansions: The Uncanny Grimace

We showed you this **Koel** action-adventure game a few months ago, but it didn't look nearly as good as it does now. The release date for 7 Mansions has been changed from summer to **spring** in Japan. Particularly exciting is the fact that you can play this survival horror adventure in two player simultaneous mode. A U.S. release is planned for sometime this summer.



THE MASTER RETURNS!

ARMORED CORE

MASTER OF ARENA

COMING MARCH 2000



agetec

REAL F'N F



Animated Violence
Strong Language



NO GAMERS UNDER 17
NO EXCEPTIONS

©2006 Electronic Arts Inc. EA GAMES, EA GAMES Real F'n F, and EA GAMES Real F'n F: A Game of Brutality are trademarks or registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES Real F'n F, and EA GAMES Real F'n F: A Game of Brutality are trademarks or registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES Real F'n F, and EA GAMES Real F'n F: A Game of Brutality are trademarks or registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES Real F'n F, and EA GAMES Real F'n F: A Game of Brutality are trademarks or registered trademarks of Electronic Arts Inc. EA GAMES, EA GAMES Real F'n F, and EA GAMES Real F'n F: A Game of Brutality are trademarks or registered trademarks of Electronic Arts Inc.



ANS

HARDCORE
ECW
REVOLUTION™

SEEK FOR IT

2:17:00

WWW.HARDCOREREVOLUTION.COM

WATCH ECW FRIDAYS AT 8PM ON **TNN**

Acclaim
www.acclaim.com

REAL F'N HA



Animated Violence
Strong Language



NO GAMERS UNDER 17
NO EXCEPTIONS

© 2004 Game Boy Advance. All Rights Reserved. Nintendo Game Boy Advance and Nintendo Game Boy Advance are trademarks of Nintendo. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.



RD

**HARDCORE
ECW
REVOLUTION**

**BEG FOR IT
2:17:00**

WWW.HARDCOREREVOLUTION.COM

WATCH ECW FRIDAYS AT 10PM ON **TNN**

Acclaim
www.acclaim.com



TLING

HARDCORE
ECW
REVOLUTION

SEEK FOR IT
2:17:00

WWW.HARDCOREREVOLUTION.COM

WATCH ECW FRIDAYS AT 8PM ON **TNN**

Acclaim
WWW.ACCLAIM.COM



WE'RE NOT PIGS

Ever wonder why we feel the constant need to print pictures of women in the world of wrestling? We simply want to make sure females get equal representation in this male-dominated sport, that's all.

Banjo-Tooie

No firm release date has been set for **Nintendo's** next magnum opus, but we do have some new shots and game play details. There are eight new levels this time and these are all made to look very pretty thanks to a new graphics system similar to that found in DK64. Banjo can now throw Koozie out of his backpack entirely, and we also know that there are numerous mini-games and multiplayer features too. You'll also get to play as Mumbo Jumbo this time around.



ECW: Hardcore Revolution

ECW: Hardcore Revolution for the N64 looks and plays like WWF Attitude with some minor improvements to the game's speed and options. This version feels the same as the PS and Dreamcast editions at this point, but the graphics have that slight Nintendo bluntness to them. Look for **Acclaim's** latest, 32-Meg wrestler to please fans on Hardcore Thursday, Feb. 17.



HARVEST MOON 64



Retire to the country for a new challenge in Harvest Moon 64. Hard work is rewarded as you struggle to bring prosperity back to a neglected farm. Work the land, pick up odd-jobs, and get to know the neighbors. The nearby town features horse and dog races, and numerous holiday festivals to keep your spirits soaring. Harvest Moon 64 has all the charm of the original Super Nintendo® classic, plus many surprises.

• Tons of vegetables and livestock featured

• One of the town's five eligible women may prove to be the love of your life

• New items and gifts, and tools that increase in power as you master them

www.natsume.com



PACK-IN-SOFT
Your Interactive Software Store

Strut Your

NATSUME



PREVIEW
GALLERY

Ogre Battle 64: Person of Lordly Caliber

Nintendo 64 owning RPG fans finally have reason to celebrate. **Atlus**, publishers of the original *Ogre Battle* and its sequel, *Tactics Ogre*, have announced plans to localize and publish the third installment of the series, *Ogre Battle 64: Person of Lordly Caliber*, on the N64 this summer.

Despite its ridiculous title, *OB64* actually looks extremely promising. The mammoth 320-Meg cart received rave reviews in Japan, and packs some of the best, most crisp visuals and sounds the N64 has seen to date. The game looks and plays similar to the original *Ogre Battle* (released on both the SNES and PlayStation here), with over 40 different scenarios, a ton of character classes and that dreaded Reputation meter.

We'll be back with a proper preview, but in the meantime, check out these screenshots courtesy of **Atlus**. The folks at **Quest** have created some of the best strategy games of all time, so if you're a fan of the genre, you'll definitely want to keep an eye on this one. It's going to be hot.



International Track and Field 2000

It's the same Track and Field formula with new features and sports. Before each event (over a dozen), an optional tutorial shows you exactly what to do. Other new stuff includes: breast stroke, skeet shooting and gymnastics. Look for this **Konami** title **spring 2000**.



FIGHTING FORCE 2

You're alone on this mission,
so credentials are all
you've got to go on.

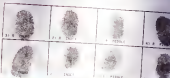
It's just you and your instincts in this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as **HAWK** Manson, operative of the government espionage corps, SI-COPS, is to reinsert in and out of R&D installations on an all-new 3D game engine. You've got an arsenal of hand-to-hand combat moves and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

SI-COPS

PROFILE #1635

NAME: Hawk Hanson
OCCUPATION: Espionage Operative
SECURITY CLEARANCE: Ultra Negative
FIELD OF OPERATIONS:
WEAPONS PROFICIENCY: Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Plane Thruwer
Crossbow
Axe

STRATEGIC INITIATIVES: Intercontinental Industrial
Nuclear Weapons Retraction
Bomb Diffusion
Timed Explosives Deployment
Top Secret Decuent Extract



CONFIDENTIAL



HANSON, HAWK



Sega
Dreamcast

GO! GORE



EIDOS
INTERACTIVE
eidos.com

Armored Core 2

OK, we've galleried ACs before, but we just had to show you these incredible screenshots. If you've ever played *Frame Guide* on the Dreamcast, you may recognize some of the shoulder weapons these mechs are sporting. But as detailed as the robot models were in FG, they can't even compete with the detail on the AC2 mechs. Check out the plane of dirt and smoke as your mobile suit hovers above the ground—that's detail baby. AC2, by **From Software**, is a launch game for the PS2 in March.



Type-S

Could *Type-S* be **Square's** attempt at making their own *Gran Turismo* on the PS2? The game is being developed by **Escape**, a subsidiary of Square. Square has already acquired licenses from Japanese manufacturers, including Honda, Mitsubishi, Mazda, Subaru, Nissan and Toyota. *Type-S* is slated for release either at PS2 launch, or just shortly thereafter.



EAGLE ONE

HARRIER ATTACK

GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...
NO EJECT BUTTON.

Aloha...Hawaii is under siege from terrorist fanatics. As Eagle One, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

- Pilot your fully loaded Harrier Jumpjet through 25 adrenaline-pumping missions.
- Attack enemy planes, ships and ground forces in frenzied anti-terrorist action.
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights, or grab a wingman to take out the enemy in cooperative mode.



www.eagleone-thegame.com

Eagle One: Harrier Attack and Harrier are the trademarks of Harrier. Eagle One: Harrier Attack © 2004 Infogrames. All Rights Reserved. Developed by Silver Bullet. All other trademarks and trade names are the properties of their respective owners. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. This image is a trademark of the Interactive Digital Software Association.



© 1999 Sega. All Rights Reserved. Sega and the Sega logo are registered trademarks or trademarks of Sega Corporation in the U.S. © 1999 Dream Catcher Entertainment, Inc. Sega Dreamcast and Dreamcast logo are registered trademarks or trademarks of Sega Corporation in the U.S. All other trademarks are property of their respective owners.

DRACONUS

CULT OF THE WYRM

"...VICIOUSLY ENTERTAINING BLEND OF FANTASY AND ACTION..."

- OFFICIAL DREAMCAST MAGAZINE

"...THE SLASHER THAT DIE-HARD ACTION GAMERS CRAVE..."

-IGN DREAMCAST.COM

"A GREAT LOOKING SWORD AND SORCERY EPIC WITH
A DEEP COMBAT SYSTEM AND A STRONG RPG FLAVOR..."

-JENGEN

15 LEVELS FEATURING DYNAMIC LIGHTING
AND SMOOTHLY INTEGRATED INDOOR AND
OUTDOOR LOCATIONS.

OVER 30 FERCE ENEMIES INCLUDING INCREDIBLY
DETAILED ARCHENEMIES LIKE THE INSECT QUEEN
AND DRAGON LORD.

PLAY AS A WARRIOR OR SORCERESS AND TAKE
ADVANTAGE OF THEIR UNIQUE ABILITIES.

22 SPELLS, EACH WITH DRAMATIC EFFECTS.

Sega © Dreamcast



Vegetarian
CRAVE
ENTERTAINMENT
WWW.CRAVEGAMES.COM



REMEMBER WHEN

Gabe Logan lacked the ability to jump in the first *Syphon Filter*. Fortunately, he is fully functional in this sequel.

Syphon Filter 2

- Developer:** 505 Studios
- Console:** PS2
- Players:** 1-2
- Genre:** Action
- % Done:** 75%
- Release:** March 200
- Site:** None
- Web Address:** www.505studios.com
- The Good:** Head-shots are still convincingly labeled as enemies.
- The Bad:** The voice acting is pretty terrible.
- And The Winner:** The bullet-riddled bodies of the enemies lying around.



Syphon Filter 2 features a slew of glasses and equipment to use, including night-vision goggles and binoculars (top-middle picture), among many others. And returning from the first *Syphon Filter*, Liam King plays a major role as a playable character in eight of the game's 20 levels (left).

PLAY MODES

Hot One-On-One Action



Syphon Filter 2 features an intense two-player deathmatch mode, which will add to the replayability of the game. Using this option, you and a chum can head off into specific levels to hunt each other down—but you won't have a map, so you'll have to rely on your commando instincts. There are over 15 split-screen areas and a slew of characters to choose from (possibly including a number of secret ones we have not yet been informed of). Of course, levels will house various items and a number of the one-player game's 20+ weapons.

Poor Gabe. Not only was the Agency he once risked his life for behind the *Syphon Filter* viral outbreaks (in the first game), now they're trying to blame him for the whole thing. So now Gabe's on the run, trying to clear his name—of course, the Agency ain't buying it.

Spanning two CD-ROMs, this second *Syphon Filter* offering gives more than 20 new levels for Gabe to traverse. And this time around, a majority of these areas are outside environments filled with plenty of enemies and bosses.


Fans should be happy to hear the sequel will sport more than 30 new weapons and hi-tech gadgets. Some we know of so far include automatic shotguns, a night-vision rifle, a flamethrower, tear

gas, silenced pistols and many others. *g99* has also implemented a new targeting system for SPs. Now you'll have multiple targeting modes for enemies with different types of body armor (default mode, manual aim and target lock). Also, you'll be able to keep enemies targeted as you crouch, run or even jump.

The implementation of save points is one particular feature we're happy to welcome. Now instead of having to successfully make your way to the end of each level in one sitting, you've given checkpoints that allow you to save your mid-level progress to a memory card.

Syphon Filter 2 makes use of the same engine as the original, so gamers should know what to expect from it graphically. *Eldritch* has gone back, however, to redo the model and animations for Gabe and add other graphical effects and tweaks. They have also added a number of new in-game cinematics.

We've also learned that Liam King will return, except now she's a playable character in eight of the game's 20 levels, and acts as Gabe's second-in-command. There have also been rumors of some romantic involvement between her and Gabe.

g99 is currently targeting *Syphon Filter 2* for a release in March of this year. From what we've seen of the game so far, it would appear that fans of the original will be pleased with this sequel. Check www.505games.com for more info on SPs. 



NEOGEO POCKET COLOR



GET POCKET POWER!



- 64-bit CPU
- Up to 40 levels of battery and RAM batteries (included)
- 3 rapid-fire settings
- Base of games for cost of fun!

For more information visit
www.snk.com

SNK



The software in this advertisement is used from Eurocom to Test by the EGMR, SNK, NeoGeo Pocket, and NeoGeo Pocket Color are either registered trademarks or trademarks of SNK Corporation in America. ©1999 SNK. NeoGeo is a trademark of SNK Corporation, Ltd., ©1999 SNK. ©2000 SNK CORPORATION, LTD. 1999 Licensed by SEGA. ENTERTAINMENT, LTD. ©1999 ADK. ©1999 SNK. ©1999 SNK CORPORATION, LTD. Licensed by SNK Corporation, ©2000 SNK, LTD. ©1999 SNK. ©2000 SNK CORPORATION, LTD. ALL RIGHTS RESERVED.



DID YOU KNOW?

Yoshitaka Amano (FF I-VI) was the character designer for *Front Mission: Gun Hazard* on the Super Famicom. *Gun Hazard* was a 2D side-scrolling shooter, with *Front Mission* overtakes, of course...

Front Mission 3

- Publisher:** Square EA
- Developer:** Square
- Players:** 1
- Genre:** Strategy/RPG
- % Done:** 75%
- Release:** Spring 2000
- Age 13:** None
- Web Address:** www.squareoft.com
- The Deal:** Hitaro story line, gritty aesthetics, solid gameplay.
- The Bad:** The graphics are what you'd expect from the PlayStation...
- And the Why:** ...so that means tons of pixelation and clipping.



FM3's 3D combat scenes are detailed and brutal. Here, Kazaki's mecha has lost its arms, but a special "sniper" skill lets him lock onto his target for extra damage.



STORY LINE

Double-Feature Scenario



Unlike other tactics games, whose plot and story line are typically linear, *Front Mission 3* is speckled with delineating paths and branches. There are actually two completely different story lines, depending on which path you choose early on in the game. Both scenarios focus on the two main women of the game: Emma and Alisa. The outcomes of both Emma and Alisa's stories are different, so players are encouraged to complete both branches. There are 71 missions in Emma's story, and 60 missions in Alisa's...that makes a total of 131 individual battles!

Front Mission 3 is Square's return to the world of strategy role-playing (SRPG). Widely popular in Japan, SRPGs haven't quite gotten out of their niche status on this side of the Pacific. Whether it's foresight or just plain experimentation, Square's decision to localize FM3 is a welcome trend for fans of import gaming. Ultimately, super fandom for SRPGs is poised to happen; after all, SRPGs are remote cousins to America's current industry darlings—the RPGs.

In the 22nd century, the world is populated by six-foot-tall robots commonly referred to as "warriors." Similar to the mechanized laborers in the Japanese anime *Patlabor*, warriors are used for civic and military duty. You play as Kazuki Takamura, a test

pilot out to discover the truth about an explosion that took place at the Kristina Wasser facility. Your investigation will reveal a global conspiracy, one that will take you anywhere from 100-150 hours to fully uncover. Believe it, this game is friggin' huge.

One reason Square was able to fit all of FM3's story and data onto a single disc was their limited use of FMV throughout the game. Nearly all the cutscenes are real-time, which gives FM3's world a real coherent graphical aesthetic. Like Square's previous *Final Fantasy Tactics*, the battle maps in FM3 are a hybrid of 2D sprites on a free-rotating 3D background. When two units engage in combat or move, the action unfolds in full polygonal viewports. While the 3D engine itself still leaves quite a bit to the imagination, FM3 has drastically improved the battle scene load times which rendered FM2 nigh unplayable, definitely one of FM3's major highlights.

Gameplay in FM3 is heavily based on the two previous FMs. Again, you have full control over each aspect of your mechanized entourage, and can freely interchange body parts to suit your overall strategy. As you develop your characters, they pick up skills (depending on the weapon they specialize in), that randomly attribute based on your combat environment. After dropping an easy 25 hours into FM3, we've found it to be a refreshing and mature change of pace from Square's post-FFVII efforts. Definitely, without a doubt, pick this game up. 🐱



FORCED FEEDBACK

SOMETHING SPECIAL FOR LOYAL SUBSCRIBERS ONLY! EGM 128

FORCED FEEDBACK • P.O. BOX 3338 • OAK BROOK, IL 60522-3338 • E-MAIL: EGM@ENTRIS.COM

WANT TO WIN?

We're Giving You Stuff for Free

Take a look at what we're passing on to you this month:

- A signed copy of EGM 128
- A chrome desk clock
- A WipeOut 3 attaché
- Boarder Zone polar fleece
- Some wacky novels
- A Mega Memory Card for the Game Boy Color
- Resident Evil books
- A bulbous CD holder
- A WinBack T-shirt
- A Lara Croft action figure
- A bag of Shadow Man stuff
- A Turok: Rage Wars hat
- A sticker for the top of your PlayStation
- And more

As you may or may not know, we get a lot of cool items from game companies. And yes, we do appreciate them, but all too often after looking at them for a while they end up sitting in somebody's cubicle or getting stored in a cabinet. So we thought, "Let's pass some of these things on to our readers, instead of just having them lay around." After all, better you enjoy the stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—it's as simple as sending in a postcard with your name, address and phone number on it to the address below. We'll then pick one winner in a few weeks, and send out the goods.

EGM's Box of Stuff Sweepstakes #128
c/o Electronic Gaming Monthly
P.O. Box 3338

Oak Brook, IL 60522-3338
Congrats to EGM #126 Winner
Toby Allen of Perryville, MD



All of this and more can be yours by simply sending in a little card with your name, address and telephone number on it. See above and below for further details.

LEGAL STUFF

Warranty Information: All items are warranted against defects in materials and workmanship for a period of 90 days from the date of purchase. This warranty does not cover damage caused by misuse, accident, or normal wear and tear. For more information, please contact the manufacturer.

Prize Availability: Prizes are available while supplies last. Some prizes may be substituted if the original prize is unavailable. Prizes are awarded on a first-come, first-served basis. The sponsor reserves the right to change the rules of the contest at any time without notice.

Eligibility: Open to legal residents of the United States who are at least 18 years old at the time of registration. Some restrictions may apply to certain prizes. For example, some prizes may require a minimum age of 21. Prizes are awarded to the winner of the contest. The sponsor reserves the right to change the rules of the contest at any time without notice.

Staff Profile: Jim Cordano



Real Name: James Oliveto Cordano, Esquire

Alias: Stands with a fist

Occupation: Art Director for EGM, Father, Vegetarian

Hobbies: Knitting hair shirts, video games, music (listening and listening to it), playing with my Beethoven of a daughter, collecting interesting old junk, model rocketry, humor

Favorite Video Games of all time: Metal Gear Solid, Pallopaqo the Rapper, Pokémon, Puzzle Fighter, Drive, the Command & Conquer series

How I got this job: Step one: born with love of art and design. Step two: took some classes in desktop publishing, etc. Step 3: Fell in love with Apple computers. Step 4: Begged and pleaded and went in anyway of my work for a year or so. Step 5: Flowers aligned, the Star Gate opened the back door was open, and I got in.

Favorite Radio Personalities: Steve Dahl, Art Bell, Howard Stern, Jonathan Brandeis, Orion Semelweis

Favorite color: Orange

Favorite Bands: Nirvana, Beck, Glaybryk, Stomach, Lush, Shabaz, Cheap Trick, The Roots, Fats, Bob Marley and many more. Too many to list.

Favorite Galaxy: Andromeda

Words I hate: pover, pomp, dangle

Phrase that pisses: Tarr Klis

When I am not working I am: Making headdress, recycling gum, or more likely playing basketball, soccer, football, video games, or hanging with my kids. Or cleaning up the trail of junk I leave off over the house.

If I wasn't working for EGM I'd be: Under observation

DID YOU KNOW...

You should buy a Dreamcast.

The EGM Staff recently took a field trip to a Local GameWorks for a holiday dinner, some drinks and much gaming merriment. And even though the service had much to be desired, the gaming was quite fun.

The cover of the recent Maxim rocks.

Some stores are selling R-Type DX for the Game Boy Color for less than \$15.

Jar Jar Binks products (many of which are on clearance) make excellent gag gifts for friends and/or enemies.

The Game Boy Camera entertains the EGM staff time and time again...even now after being out for over a year.

Post-holiday traffic at retail stores and in malls is actually worse than pre-holiday traffic.

WEB SITES

AS COOL AS ICE

members.tripod.com/~NatPerson/mehdweb.html

Thank you to all who continue to send us sites. We love checking them out more than we love cheese. As usual, here's all kinds of sites: Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Send website submissions to showen_smith@td.com

- go.to/fricknbrate
- www.bots.com
- www.cmqsccc.com
- members.tripod.com/~Dessliok/mahir/mahir.htm
- members.xoom.com/primall/mahir/
- rextreme.evilmgaming.net
- www.cowswithguns.com
- www.shenmue.net
- users.arn.net/~bdedek/nutsac/dodedo.html
- www.angelfire.com/md/WHWF/
- www.hairclub.com
- www.geocities.com/hollywood/cinema/2651
- taz.interpoint.net/~dk/dk.html

* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the sites before allowing their children to venture forth. Save your money for games.

What do you think of the Neo-Geo Pocket Color?

I think it's great	19%
I don't know enough about it	27%
It needs more games	12%
It's a decent hand-held system	8%
I don't care for it	34%

videogames.com
poll 12/20/99

EGM's Random Quote of the Month

"It's more fun to make fat people."

- Crispin Boyer, in regards to the Circle A Riverstar made in WWF Attitude

HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. Enjoy.

- Gran Turismo 2
- Square localizing front Mission 3
- Flagship parties
- George Foreman Grill
- Unfrozen mammoth steaks
- The Orion
- NBA 2K
- The book The Mutil: Holyshit: The Sounds of the Gods
- The Beastie Boys Anthology: The Sounds of Science
- Being compensated quite nicely by GameWorks because of bad service
- Quake 3 Arena
- 800mhz PCs
- Christmas break
- Silent Scope
- Reading us for game reviews
- Y2K hype
- Y2K jackasses causing trouble
- 14 days to finish an issue
- Ultima Ascension bugs
- Terrorists hiding out in Canada
- Mac-Bashers
- Wives getting brand-new cars stuck in mud up to the doors
- Not getting to drive wives' brand-new cars
- 500mhz Wacs
- Subway meatballs
- Sub-zero temperatures
- The restaurant service of the GameWorks in Schaumburg, IL
- Broken water mains
- Games that should be good, but end up being crap...but you don't find out until after purchasing the thing.

The first blast wiped out your Space Center.
 In just 3 hours, the high-tech weapons
 satellite will strike again...It's your job to
 make sure that it doesn't.



"Explosive
 N64
 adventure"
...Nintendo Power



4-Player Deathmatch,
 along with Lethal T, a
 Cube Hunt, and Quick
 Draw.



- ◆ Intense 3rd Person Action/Shooter
- ◆ Precision laser-sighting aiming mechanism
- ◆ Immense 3D Environments
- ◆ Battle heavily-armed Foot, Choppers, and "Smart" enemies
- ◆ Rumble Pak Support

WINBACK

COVER OPERATIONS

NINTENDO 64



www.koeligames.com



Alundra 2

Publisher: Activision
Developer: Central/Matrix
Players: 1
Genre: Action/RPG
% Done: 75%
Release: March 2003
Also On: None

Web Address: www.activision.com

The Deal: Alundra was one of the best (and first) RPGs in the U.S. and this has very similar gameplay.

The Bad: Gone is the cool premise of dreamwalking.

Are The Bells: Some of the bosses in this game are the ugliest ever!



Like the bosses from the original Alundra, there are specific patterns and weak spots to hit if you are to be victorious.

The game is set in top-down 3D most of the time, but sometimes the view will change to sidescrolling.



MINI-GAMES

Chance Time

As you go through the game, you'll get to break away from the main quest in Alundra 2 to check out a handful of mini-games like the ones below, reminiscent of some classic titles.




One of the first real Action/RPGs on the PlayStation in the U.S. was Working Design's translation of Alundra. Crafted by some of the same people who worked on Genesis titles like Landstalker, it was an instant hit among RPG fans. Matrix Software and Central (the developer behind games like Wild Arms) have come together to craft the sequel, coming to the U.S. from Activision.

Gone are the 2D graphics of the original; they're replaced by a 3D world. If you're thinking this is a straight sequel to the first—it's not. Fiat replaces Alundra as the main character, and the dreamwalking concept has been replaced by more straightforward action/RPG gameplay. When Fiat finds out that an evil force is turning people into wind-up slaves, and the princess Alexa take them on. Of course, there's an army of wind-up workies and bosses just waiting for a good fight. The game's 30 bosses range from a psychotic wind-up cat, to a raging bull and other beastly burlers. But as in the first game, there's a pattern to their attacks.

Gameplay is much like the first—dungeons filled with puzzles. Some are obvious, some not so obvious (or frustratingly so). You'll have to throw switches, set off bombs and light candles to pass through. Since it's in 3D now, you'll also find yourself manipulating the camera quite a bit to get just the right angle on the action (you can also zoom in and out for better views).

Instead of the overworld from the first game, you travel to different areas via a world map, and eventually you will free a friend who'll help you get around. Since it's in 3D now, you'll also find yourself manipulating the camera quite a bit to get just the right angle on the action (you can also zoom in and out for better views).

Activision is preparing a new intro to the game for the U.S. release that was not in the original Japanese release. They've also added an "easy" difficulty setting to make it less frustrating. 



The pirates are a wily trio of plunderers. Fortunately for Fiat, he's able to escape their grips time and again.

BATTLE ZONE

RISE OF THE BLACK DOGS

In Stores March 2000

"...Sweeping into and delivering a hard-pac for a whole slew of HOT fans."
- **GameSpot.com**



"A backstory that sounds like the X-Files meets Tom Clancy"
- **Next Issue**



"The tension and excitement... is enhanced with superior AI that will have the enemy breathing down your neck..."
- **GameSpot.com**



"Think of it like Doom meets Command and Conquer"
- **IGN.com**



- * 3 Modes of play, pure action Arcade Mode, mission-based Pilot Mode or strategic Commander Mode.
- * Multi-Player for up to 4 players.
- * Play as an American, Soviet or "Black Dog" renegade.
- * Over 14 different tanks and 30 unique weapons.

www.cravegames.com



Crave

ACTIVISION

We know what you
CRAVE.
(E) (M) (R) (C) (A)



THEY'VE CHANGED

Have you noticed the characters in Hot Shots 2 are not anime-based?

Hot Shots Golf 2

By all indications SCEA's HSG 2 is awesome (we've been playing it non-stop). It has a similar feel to the first (the lead programmer from HSG's developer Camelot left to join **Clap Hands**, developer for HSG2) but makes use of more options and features. Players can select Turbo Spin, Big Air and Pin Hole to maximize control. Over 20 new characters and a few familiar, "secret characters" are available. Find it this **March**



Samurai Shodown: Warrior's Rage 2

SNK is bringing the latest chapter in the Samurai Shodown series (Samurai Spirits in Japan) from its Hyper G4 arcade machine to the PlayStation. Warrior's Rage 2 retains the old-school, weapons-based gameplay from previous installments while offering standard features like Story, Battle and Practice Modes. The game features blocky, 3D fighters on hand-drawn, 2D backgrounds. More powerful attacks such as the Rage Blast can be pulled off once the fighter has taken enough damage to fill his or her Rage meter to capacity. Look for Warrior's Rage 2 in **February 2000**.



DID YOU KNOW?

Your eyes aren't so eternal. Most people around the age of 40 will need reading glasses, and at some point later additional correction for distance vision.

Rock the Rink

Seems like EA is creating evil twins for all its regular sports sims: NASCAR 2000 has NASCAR Rumble, and now NHL 2000 has Rock the Rink. Basically this is a no-rules, 3-on-3 arcade hockey game. The emphasis is on wacky special moves like the Leap Frog, Taunts and Corkscrew (you can imagine what they look like) rather than traditional skating. Nine fantasy teams and several more real NHL teams and players make up the personnel. Up to two players may play this **March 2000** release.



Eternal Eyes

All is not well in the land of Gross. That's why you, as a magician who brings puppets to life with your magic powers and orbs, must use a variety of these magical puppets (known as Moppets) to save your world from an evil military chief—and so the RPG starts. *Eternal Eyes* is the portrayal of a story from the creator of *Final Fantasy VII*. The game is set for release from **Sunsoft** so mistime is **January**.



Dear John,
I've met
someone else.
Good, fuck!
Betty D.

Old flames die out, but I can always make new ones.

ARMY MEN WORLD WAR

REAL COMBAT. PLASTIC MEN.™



3DO™
www.armymen.com

© 1999 The 3DO Company. All Rights Reserved. 3DO, Army Men, Real Combat, Plastic Men, and Real Combat are trademarks and/or registered marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

As part of his prize for winning Agatec's Fighter Maker contest, West Coast editor Wataru Maruyama got to be a pilot and name his own mech in *Armored Core: Mecha*. You'll have to unlock it in the hard difficulty to fight against it. Let us know if you can beat "Tea Bagger."

ECW: Hardcore Revolution

The PS version of *ECW Hardcore Revolution* retains all the vulgar language, blood and chairs of the *Mea* version, while adding some FMW intros and CD audio. The graphics seem slightly sharper in this version than in the *Mea*, but everything else is the same. Players will have plenty of opportunities to juice when **Acclaim** ships *ECWHR* on Hardcore Thursday, **2/17/2000**.



Spider-Man

We brought you the exclusive first details on this incredible-looking game from **Newssoft** and **Activision** a few months ago, so it's only fair that we continue to drip-feed you new screens as we get our hands on them. Still on track for release this **spring**, the game really is looking awesome, and manages to capture the "Spider-Man-ness" of Spidey. Check out our October 1999 issue for more details.



Armored Core: Master of Arena

The *Armored Core* series has enjoyed a tremendous cult following and the third installment is sure to please the devoted. *Master of Arena* comes packed on two discs' worth of mech customizing madness. There are 10 new missions and 150 arena opponents to deal with. Customizing your AC is the biggest feature of the game, and with over 170 weapons and parts (27 of which are completely new), you'll have plenty to work with. **Agatec** states there will be additional bonus items for your AC if you can unlock them. As the title suggests, versus fighting is a key component. Terrain is just as important as mech parts, so you'll be happy to know the game has 20 two-player stages for linked play, 10 for split-screen competitions, and 10 for CPU battles. *Armored Core: Master of Arena* is set for a release sometime in **late quarter 2000**. Don't forget to look for *EGM*'s very own West Coast editor, Wataru Maruyama, who is featured as an AC pilot with his special mech (see the top of the page for more info).





SAMMY SOSA

On the left, the real Sammy Sosa, on the far left-Triple Play 2001's Sammy Sosa.

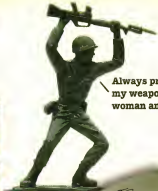
Triple Play 2001

With a few exceptions, EA's Triple Play 2001 is largely the same as last year's blockbuster. Key new features include the MLBPA Big League Challenge. You compete as or against the greatest players of all time: Babe Ruth, Willie Mays, Lou Gehrig, Jackie Robinson and several more. In addition, new player models better represent true-life stims and facial features. Buck Martinez and Jim Hughson are back on commentary as well. Look for this **They Are** developed game in **March 2001**.



MLB 2001

Last year, **989 Sports** took a lot of heat for releasing MLB 2000 virtually unchanged from the prior year. To make good, they've done a lot of work on MLB 2001. A Franchise Mode highlights the joys of drafting, trading and managing a team. Brand new AI created by the smartest managers in baseball is new as well. Hopefully they'll leave the Create-a-Player Mode unchanged—it's great. MLB 2001 is due out this **March**.



Always preferred my weapon to my woman anyway.



ARMY MEN WORLD WAR

REAL COMBAT. PLASTIC MEN.™



© 1999 The 3DO Company. All Rights Reserved. 3DO, Army Men, World War, Plastic Men, and Real Combat are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

Rescue Shot Bu-Bi-Bo

We've always maintained that there weren't enough GunCon games for the PlayStation. Luckily, Namco's latest shooter *Rescue Shot Bu-Bi-Bo* looks to fill that hungry void nicely. Remember arcade games like *Crossbow* where you need to protect your on-screen persona from harm by shooting obstacles and enemies? Well, welcome to *Rescue Shot Bu-Bi-Bo*. No word yet on a U.S. release, but the game is out **now** in Japan.



Space Battle Cruiser Yamato Chapter 2

We're off to outer space, to save the human race, our *Star Blazers*! If you saw the classic anime as *Star Blazers* 15 years ago, you rock. When Che played *Yamato Chapter 1* earlier this year, he had a nostalgic fit. It chronicled the one-year sojourn of the *Yamato* (AKA the *Argo*) to a distant star called *Islandia*. Chapter 2 deals with the third series of the show, which never aired in the U.S. The game itself is part real-time strategy, part RPG, part action (albeit weak), and pretty damn fun. Chapter 2 will also have updated graphics, a new overhead map and better fighter squadron management. *Space Battle Cruiser Yamato* is due from **Bandai** this spring.



Chase The Express

Sony's latest action adventure is awkwardly titled, *Chase The Express*. Terrorists have commandeered a runaway train, and it's your job as some sort of Keanu Reeves/Bruce Willis hybrid to climb aboard and deal some death. The game is mostly experienced through a combination of real-time and pre-rendered 3D action levels, sprinkled with bits of various mini-games. CTE is out **now** in Japan.



Ray Crisis

Once upon a time, a shooter by the name of *Ray Storm* demonstrated that even though the PS had crappy 3D capabilities, it could still crank out a mean-looking 2D shooter with 3D graphics (Since that time, Iem went ahead and made the best 2D/3D shooter ever—*R-Type Delta*). Originally released for the arcade, *Taito's Ray Crisis* will continue its top-down-vertical tradition with plenty of stylistic flair. Working Designs brought over the first one...who's gonna get this one?



VANGUARD BANDITS™

When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.



Our games go to 11



CUSTOMIZE WEAPONS & ARMOR



MEET MONSTERS



CAST MAGIC



ENCOUNTER ALLIES

GET LOST

In this amazing new adventure starring FINAL FANTASY'S
Chocobo and many other familiar characters.

Explore and battle in a variety of mysterious dungeons
which randomly change each time you enter them.

Challenge dangerous monsters.
Discover your companion's secrets.
Recover stolen magical treasures.

You may never see daylight again.



SQUARESOFT

www.squaresoft.com

Published by Square Enix North America, L.L.C.

© 1998, 2000 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARE,
SFFT, and the SQUARESOFT logo are registered trademarks of Square Co.,
Ltd. Chocobo's Dungeon 2 is a trademark of Square Co., Ltd. in U.S. Patent No.
6,000,000. PlayStation and the PlayStation logo are registered
trademarks and Sony Computer Entertainment Inc. The string icon is a
trademark of the International Digital Software Association.





PREVIEW
GALLERY



EBAY AUCTION

Item #230909538

(original Tony Hawk deck, designed by
Birdhouse as eBay)

Driver

Who would have thought that the 3D driving goodness of *Driver* would make its way to the Game Boy? Well...anything's possible—and *Crawfish* is doing an admirable job for **GT Interactive** as they turn Reflexion's game into a top-down scrolling affair. Watch out for it in the **first quarter** of this year.



Tony Hawk's Pro Skater

THPS is undeniably one of the top success stories of 1999. And to maximize profits, **Activision** has licensed out publishing rights to as many developers as possible...including **Natsume** for the GBC version. The street skating is akin to *zoo*, while a vert ramp mode reminds us of California Games. THPS is due in **March**.



Super Shot Golf Robot

It's no Mario Golf but *SSOR* has a unique personality all its own. The golf portion is solid enough with its non-traditional, third-person perspective. The weird part is interacting with the robots. They train, insult, guide and taunt you. It's actually quite strange. Look for this **Crave** title **spring 2000**.



Blaster Master

OK, imagine this: You're an old warrior hero who has escaped to a new land for a peaceful retirement. Suddenly you're pressed back into action to fight an evil race of run-a-muck androids—*d'oh!* Basically it's a platform game with eight levels and eight bosses to defeat. **Suseoft** will release *BM* this **spring**.



Heroes of Night and Magic

The award-winning (and super-addicting) PC strategy game is going portable. Build up your kingdom by exploring and conquering territories with the help of armies made up of soldiers and magical creatures. You can cast spells, collect artifacts and more in this **3DO** cart, due out this **spring**.



Trade and Battle Card Hero

Nintendo is looking to offset the dying N64 with yet another "collect them all" type of game set for release this **spring**. And why not? With *Pokémon* at an all-time national peak, it's a smart investment to develop *Trade and Battle Card Hero*, a game they're hoping will ascend to the throne after *Pokémon*'s inevitable decline. T&BCH has more in common with *SHR's* *Cardfighter* than it does with *Pokémon* gamesplay. Brace yourselves for another wave of GBC hysteria, if the game's a huge hit in Japan.



TOPGEAR® POCKET 2™



GAME BOY COLOR

TOPGEAR
POCKET 2™



- **36 COURSES** on gravel and tarmac
- **15 AUTHENTIC RALLY CARS**, including a Toyota GT-4 ST and a Lancia Delta
- **SUN, RAIN, SNOW, AND NIGHT** track conditions add driving realism
- **TWEAK YOUR CAR** with a mechanic's toolbox of gadgets and gizmos

GAME BOY COLOR



© 1999 Vatical Entertainment. All rights reserved. Vatical and the "Vatical V" are trademarks of Vatical Entertainment LLC.
© 1999 KEMCO. Top Gear is a registered trademark of BBC.
Licensed By Nintendo in North America. Game Boy, Game Boy Color, and The Seal Of Quality are registered trademarks of Nintendo of America Inc. © 1999. 1999 Nintendo Of America Inc.

VITICAL
ENTERTAINMENT

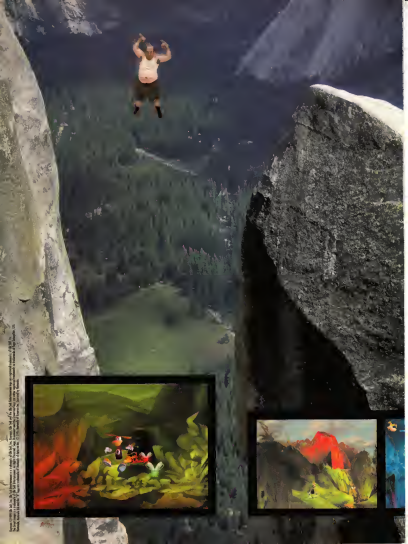
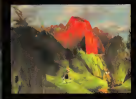


Photo © 2010 by the US Fish & Wildlife Service. All rights reserved. All other photos are the property of the photographer. All other photos are the property of the photographer. All other photos are the property of the photographer.



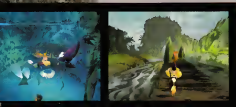


RAYMAN 2

THE GREAT ESCAPE

FLY or DIE.

Or should we say fly, swing, swim, climb, dodge and battle at 60 fps in 54 levels throughout 21 immense worlds...or die. And with the power of the Sega Dreamcast™ every death-defying leap that you survive will dozzle you. Add to this all-new bonus levels, multi-player mini game, internet downloads and you've got the biggest 3D adventure ever. It's the only way to fly.



Sega Dreamcast

WWW.RAYMAN2.COM





PREVIEW
GALLERY

DEFINITION OF BLACKJACK

Blackjack. Common reference to the game of twenty-one, a card game played between a dealer and one to seven players. Also called vingt-et-un, pontoon and vau-john.

SNK Gal Fighters

The NGPC has only been around for a year or so, and it's already got six fighting games. Wow. Well, if you've played any of the KOFs on the NGPC, then Gal Fighters may look similar. Like the name suggests, it's a cut fight with the babes of SNK...Mai, Yuri, Aoi, Leona,

Shermie, Nakoruru, Athena and Shiki (with at least four hidden chicks). During the tournament, you can collect items that will alter your stats during the actual fight (think World Tour mode in SFA). Another cute little feature is the "cloud of dust umbra," when two girls are locked in opposing lanes. Gal fighters will be out in **February**. *Reow!*



Neo 21

Not much to report here...Neo 21 is just Blackjack, a simple card game played for money. There are three ways to play: Casino, Original and Two player. Skill levels, bookkeeping and a dictionary of terms are in there as well. Link the game for heads-to-head with a gambling buddy. **SNK** will release Neo 21 this **February**.



Evolution

Sting's RPG Evolution just came out for Dreamcast in the U.S., and already there's a sequel out in Japan. A Neo-Geo Pocket version of the game is set for a **February** release in Japan. A U.S. date for the game has not been determined yet. It stars the characters from the Dreamcast version in a new quest, based in the same world (think of it as a side story to the first game). The core of the game takes place across five dungeons.



HOT GAMES

FOR EVERY SYSTEM! ORDER NOW! 1.800.800.0032

PLAYSTATION®

SEGA DREAMCAST™



\$44.95

Die Hard Trilogy 2
#171810-5



\$44.99

COMING SOON!
Pre-purchase today

Syphon Filter 2
#176474-5



\$19.99

Crazy Taxi
#175941-4



\$59.95

COMING SOON!
Pre-purchase today

Resident Evil Code: Veronica
#164842-7

Gran Turismo 2	162704-1	\$39.99
Tony Hawk Pro Skater	166132-1	\$44.99
Resident Evil 3 Nemesis	174698-1	\$44.99
Medal of Honor	168393-7	\$44.99
Tomb Raider	175518-0	\$44.99
Road Rash Jailbreak	168874-6	\$44.99
Railroad Tycoon 2	166746-8	\$44.99
Deception 3	176486-9	\$44.99

Sega Sports NBA 2K	164862-5	\$49.99
Sega Sports NFL 2K	164856-7	\$49.99
Evolution	168369-7	\$49.99
Soul Calibur	164830-2	\$49.99
Zombie Revenge	175936-4	\$39.99
Sega Sports NHL 2K	166363-2	\$49.99
Ready 2 Rumble Boxing	172901-1	\$44.99
Legacy of Kain: Soul Reaver	176139-4	\$49.99

NINTENDO® 64

GAME BOY®

COMING SOON!

Pre-purchase today



\$59.99

Pokémon Stadium
#164384-0



\$19.99

Ridge Racer 64
#175383-9

Donkey Kong 64	168931-4	\$59.99
Pokémon Snap	162448-5	\$49.99
Super Smash Brothers	162366-7	\$49.99
Museum 64	173900-2	\$29.99
Army Men: Sarge's Heroes	166106-5	\$49.99
Resident Evil 2	166193-3	\$59.99
WWF WrestleMania 2000	170767-8	\$59.99
Mario Party 2	175495-1	\$49.99

COMING SOON!

Pre-purchase today



\$29.99

Pokémon Trading
Card Game
#174752-6

Game Boy: Color
Hardware



\$69.99 EACH

Super Mario Brothers	163527-5	\$29.99
Pokémon Pinball	163727-1	\$34.99
Star Wars Episode 1: Racer	168994-2	\$34.99
Mario Golf	167383-9	\$29.99
Zelda: Links Awakening	158519-9	\$29.99
Resident Evil	165961-4	\$29.99
Bionic Commando	175389-6	\$29.99
Dragon Warrior Monster	172989-6	\$29.99



Shop by phone 1-800-800-0032

Over 620 stores worldwide • Call for a store near you! 1-800-800-5166

Come in and find out more about... Your Best Choice for Video Games and PC Software • Newest and Hottest Games! • Large Selection

• Hassle Free Return Policy • Pre-purchase/Reserve List • Low Price Guarantee • Knowledgeable Sales Associates • PC/Video Game Trade-In Program

Prices subject to change without notice. Special offers are not the responsibility of Electronic Boutique. Shipping and handling are included in your total. Not all items may appear at all retail locations. Prices may vary at certain locations. All items of varying quantities are expected to be available. Some packaging and special offers may differ in Canada. Prices and availability are subject to change. Memberships: Prices are not the responsibility of Electronic Boutique. © 2001 Electronic Boutique



DID YOU KNOW?

The newest character to join Marvel vs. Capcom 2 is none other than Cable, a latecomer to Marvel's "mutant universe." He starred in his own series (simply called Cable) and was one of Chris Claremont's best characters in his X-Men days.

Marvel vs. Capcom 2

The penultimate CPS3 sprite-only fighter is about to get a true sequel: **Capcom** will release *MvC 2* this spring for arcade fighting enthusiasts everywhere. On top of the new fighters, they've also created exclusive characters Ruby Heart and Cable (not seen in any game before this) for the number. Oh, and have we mentioned the three-man tag-team gameplay? Expect the DC version to hit a couple months later in Japan.



Offroad Thunder

Midway's *Hydro Thunder* took all of us here at EGM by storm. What looked to be a deceptively simple arcade racer proved to be one of the best racing games of the year. At this point, it's hard to tell if *Offroad Thunder* could live up to the series' former glory. The game features eight tracks (and four hidden ones) teeming it up an eight-expensive stadiums. And like *Hydro Thunder*, there's a turbo boost too. *Offroad Thunder* is out now.





Just \$1.46 an issue!

You could pay \$4.99 a month to buy *Electronic Gaming Monthly* on the newsstand...or you could **ACT NOW** and get it delivered to your home for substantially less. Take us up on these great subscriber savings and *take your gaming to the next!*

Choose Your Savings

- 12 issues (1 full year) for only \$19.99.
You pay just \$1.67 an issue
- 24 issues (2 full years) for only \$34.99.
You pay just \$1.46 an issue ← *Save More!*

Name _____ (Last First) _____ STATE _____

Address _____

City _____ State _____ Zip _____

E-mail _____ Payment enclosed Bill me later

Actual newsstand price \$5.99. Non-U.S. add USD \$8 per year. Canadian GST included. Allow 2-4 weeks for delivery.



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 66 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

ELECTRONIC[™]
GAMING
MONTHLY

PO Box 55722
Boulder, CO 80323-5722



THE FATE ^{OF} THE WORLD IS IN YOUR HANDS.

LITERALLY.

TERRORISM CAN STRIKE ANYWHERE. ESPECIALLY NOW THAT THE REAL-LIFE INTENSITY OF TOM CLANCY'S RAINBOW SIX IS AVAILABLE ON THE GAME BOY® COLOR VIDEO GAME SYSTEM. TAKE COMMAND OF AN ELITE MULTINATIONAL STRIKE FORCE AND PROTECT THE WORLD AGAINST THE SOURCE OF TERRORISM. CAREFULLY CHOOSE YOUR WEAPONS AND STRATEGY. THEN BOLDLY EXECUTE YOUR MISSION—AND YOUR Foes—IN REAL TIME. WITH RAINBOW SIX AND YOUR GAME BOY COLOR YOU CAN FINALLY CUT TERRORISM DOWN TO SIZE.

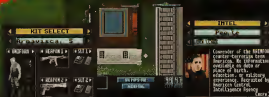
- BREAKTHROUGH COMBINATION OF ACTION AND STRATEGY NEVER BEFORE SEEN ON THE GAME BOY® COLOR.
- TWO GAME MODES: TOP-DOWN OR FIRST PERSON WHEN THE ACTION HEATS UP.
- EXECUTE ASSAULTS ON TERRORIST INSTALLATIONS WITH UP TO EIGHT OPERATIVES.
- NIGHT VISION GOGGLES TO IMPROVE STEALTH IN NIGHT-TIME MISSIONS.
- SNIPER MODE TO PICK OFF DREMEK AT A SAFE DISTANCE.

Tom Clancy's **RAINBOW SIX**

GAME BOY
COLOR

ALSO
ON

NINTENDO⁶⁴



TEEN
T
RATED
ESRB



Commander of the **UNITAS** counter-terrorism team, **AMERICA**. He is available as one of three playable characters in this tactical espionage. Recreated by **Harold Castro**, Intel/Spencer Agency (Secret)

AGE
3



● ● ● ● ●

SEARCHED

• **You're in the Kill Zone.** Engage in maximum dogfighting action. Climb in the cockpit of 22 cutting-edge aircraft. Fly in 36 furious missions, air-to-air, air-to-ground, air-to-sea, even into the stratosphere.

• For the 1st time on the PlayStation game console - Pilot your fighter during mid-air refueling or opt for the autopilot.

AGE
3

● ● ● ● ●



● ● ● ● ●

• **Night Fight.** Instrument Landing Systems and night carrier landings are all mission-critical when you're dueling after dark.

Every hunter needs a nice gun rack.

destroy

ACE COMBAT 3
electrosphere

FROM THE MAKERS OF AIR COMBAT

- **Lock and Load.** The all-new 3D Virtual Cockpit mimics the exact movements of the pilot's head during combat, so the player never loses sight of the action.



www.bandco.com



ACE COMBAT 3™ © 2003 Bandai Namco Entertainment Inc. All Rights Reserved. PlayStation 2™ is a registered trademark of Sony Computer Entertainment Inc. The "PlayStation 2" trademark of the International Digital Software Association. ACTUAL OR GAME SCREENSHOTS.

DRIVERS





Multiplayer modes, a new sidekick. Tomb Raider-style levels, the ability to get in any car, and four new locations are all part of the attractions set to appear in *Driver 2* later this year. *EGM* brings you an exclusive report on how Reflections intends to follow its multimillion-selling hit.

By John Davison

It's safe to say that no one fully anticipated the enormous potential of *Driver* when it was released last year. It was widely regarded as a cool idea: after all, car chases have been a staple of action movies since the technology would allow it—but the overwhelming reaction to the game was something that surprised everyone...including publisher GT Interactive. Within a few weeks the title was acknowledged as being one of the fastest-selling games of all time and saw sales of over a million within a few months. Initial supplies to stores fell drastically short. Gamers around the world scrambled to get copies from anywhere they could.

It was inevitable then that we'd see a sequel. These days, any kind of success guarantees a product's elevation in status from simple "game" to "franchise" and *Driver* is no different. The sequel is still very early in the stages of development, but *EGM* is lucky enough to be able to get in on the ground floor and watch as the game evolves over the following months. At this stage in development, the new game technically doesn't exist except in various forms across the network at Reflections' studio in Newcastle, England. We hooked up with Reflections' boss Martin Edmondson to talk us through the early stages of development. We'll be tracking the progress on the game over the next few issues, so keep your eye on *EGM* each month for exclusive new details and screenshots as they become available.

The most interesting thing about a sequel of this nature has to be the improvements that can be made. When a team is coming down off the high of producing a multimillion-selling worldwide hit, just how do they follow it? What is the first priority when it comes to putting the sequel together?



The team is very concerned with making the whole experience far more fluid this time, and to facilitate this they are storyboarding every element quite extensively.

Edmondson explains, "The [philosophy is the] same as when we started the sequel to Destruction Derby—to give the player a genuinely improved experience in a reasonable time frame. The temptation with sequels is simply to add some new levels, a few new features and cash in on the success of the original. It's very easy to run a potentially huge franchise this way." There are certainly a lot of cookie-cutter sequels hitting the market these days. And with sequels emerging every year, was the team concerned at all with the time frame? "Driver is such a strong potential franchise so as long as we can continue to develop the game and ideas to a high standard," Edmondson continues, "we see it as a long-term franchise. As long as the quality is high and the player gets a substantially increased or improved experience, then sequels are fine. Players enjoy sequels so long as they don't disappoint."

A year doesn't seem like very long to piece together a sequel though, and many of the disappointing games that we've seen lately have been rehashes with less than a year turnover time. How will Reflections be getting around this problem? "It is a short time but some of the core technology which took over a year to write, can be reused," Edmondson tells us. "Much of the 3D engine is being used in an enhanced form and the car physics engine which took a very long time to write and tweak is also carried over from the original. In addition, the team size on Driver 2 is much larger."

So is Driver a going to be closer to the original vision of the game? Were there things that the team wasn't happy with in the original? "Plenty of things!" he exclaims. "There always are. We were very pushed for time with the outscene renders in Driver 1 and we were not happy with the quality. The story cutscenes in Driver 2 are much improved with better lighting animation and lip syncing. Also, the game story in the first game was very simple and consequently, some of the missions were staler and less involving than they could have been. There are lots of other trivial things that we are improving, like licensed vehicles and licensed music from the Polygram/Universal stable. Actually, we are not too concerned who the bands are, the style of the music is the most important factor. The style we are looking for is 'yes in feel, though not necessarily recorded in the 'yes. Kind of like *Pulp Fiction*."



Driver 2 team from left to right: Robb Armstrong, Mark Abster (3D Artists), Martin Edmondson (Managing Director), Gareth Edmondson (Project Manager) and Simon McKeeun (Head of Animation).



HIDDEN STUFF

As with the original game, secrets and cheats will be a major part of the game structure and will be acknowledged as such in the menu system. The team wouldn't come clean on what would be included, but there were hints about playing as a cop this time.

EGM is lucky enough to be privy to an early design document for *Driver 2*, and unlike many sequels these days (like *Spybot Filter 2* or *Twisted Metal 4*, for example), there are some genuinely new ideas that will very much reshape our perception of the game. And we're not just talking about an enhanced graphics engine here. The most impressive thing we came across was the fact that the game is now far more than just a car chase title. The hero, Tanner, is now a fully fledged agent working within the criminal community and isn't just limited to his role as getaway driver. *Driver 2* will allow Tanner to get out of his car and complete specific missions on foot—these levels, we are assured, will have a certain “Tomás Ralderness” about them. “This mode really allows Tanner more freedom in the city,” Edmondson explains. “At any time Tanner can jump out of his car and into another one. Since there are many more vehicles driving around in *Driver 2* such as trucks and buses, it makes for some interesting chases! Getting out of the car also means that some of the missions finish in a more satisfactory manner. For example, with a chase that involves catching someone, Tanner must now actually jump out of the car and find him or her.”

We don't know about anyone else, but to us that sounds an

What's Different About It?

We talked to the team at Reflections and asked them to outline what would be different about the new game. Will it look different? Will it feel different? Here's what they told us, using the original game as a reference point.

There will be many more vehicles for you to drive this time, as Tanner can effectively commandeer any vehicle in the game. The same physics models will be employed so *Driver 2* will “feel” very much like the original. The team is looking into licensing real cars, but affecting damage is an issue with many car manufacturers. Edswaldsen and his team are adamant that all vehicles will deform when damaged—so if this has to be at the expense of real cars...so be it.



The graphics engine is basically the same as that in the original game, only with extra tweaks to make it more efficient. The team on *Driver 2* is twice the size of the original and many of the new recruits will be working on making the environments even more realistic than those in the first game.

Pedestrians and other cars will behave differently in the new game. Other cars will make more of an effort to get out of your way (there'll be more cars...and a greater variety), while pedestrians will be far more “astute” in their behavior. They'll still run to get out of your way should you try to run them down though.

Cities now feature curved roads and will also have twisting sections of track through the mountains (it's not all city stuff this time). Therefore, longer sections of road and freeway are more interesting and challenging. There will still be plenty of U.S.-style blocks in their correct positions, however. Roads now feature slip road exits off freeways. These can curve around and continue under or over the main freeway, making the environments far more complex.

OTHER SYSTEMS?

Right now both *Driver* and *Driver 2* are PlayStation-only in the console market. What's next for the franchisee though? Surely a Dreamcast or PlayStation2 game has to be in the works too? "Right now we are concentrating on the PlayStation version. Dreamcast is a definite possibility but will not be released 'til well after the PS version," Edmondson told us.

would fit like a certain other criminal-inspired car chase game, *Grand Theft Auto*. "I think they are two very different games," Edmondson says defensively. "Driver is a pretty realistic city environment and we are striving to make *Driver 2* an even more realistic environment than the first and getting out of your car and walking around is a natural extension of this."

Speaking of realism, the game is set in "real" cities again with Chicago, Las Vegas, Rio and Havana getting the honors this time around. Why these particular cities, though? Edmondson reveals the team's thinking: "We wanted to have a couple of U.S. cities again, and Chicago and Las Vegas are two charismatic cities left out of *Driver 1*. Havana and Rio were chosen for their nature of grittiness, colorful character, interesting architecture and in the case of Cuba, it was probably the interesting cars that sold us."

Elsewhere, the *Driver 2* design document goes into some detail about a sidekick in the new game by the name of Tobias Jones. "Tobias is another undercover cop who Tanner works with," Edmondson tells us. "He acts as an information feed for much of the time and enables Tanner to pick up missions without the need for the random answering machine. Some missions involve working with Tobias and some have Tanner working alone."

If Tobias is integral to a new mission structure, how will the game play out this time? "Driver 1 had a branched mission structure that allowed the player a certain amount of choice," Edmondson explains. "The problem with this is that it makes it difficult to link them all to a continuous story. *Driver 2* has a similar number of missions (there will be 40 missions in *Driver 2*) but they are sequential and much more tied to the game story. This makes them feel more involving and leads to players caring more about each mission."

It's not going to be just missions though. According to the design document, some of the more interesting gameplay may come from some of the more "minor" games...just like in the first game. One of the most interesting sounds (like it might be a "racing" mode (we know—not particularly original for a car game, but this does sound different) where players have to race through gates placed throughout the cities. Each consecutive gate will get narrower and narrower, and players will be penalized for hitting the sides as you screech through them. This mode may in fact end up as a multiplayer game too—something else which is unique to *Driver 2*: "There will be both competitive and cooperative games in the multiplayer game, ranging from simple races around the city to cops-and-robbers," enthuses Edmondson. "We are designing some specific games with their own specific areas to play split-screens. But you can't play the normal undercover mission games in multiplayer, though, due to the size of the cities."

Driver 2 is currently on GT/Infogrames' release schedule for "late 2000" and still has a very long way to go before completion. Hopefully next month we'll be able to follow up this report with the first screenshots of the game, and then we'll continue to bring you new info throughout the year before the game is released. 📍

Check next month for exclusive *Driver 2* screenshots.



Photography by Richard Strohman



A photograph of two young boys running on a paved sidewalk. The boy in the foreground is wearing a blue long-sleeved shirt and plaid shorts over dark pants. The boy in the background is wearing a grey long-sleeved shirt with a red sash and khaki pants. A small, silver, four-wheeled robot dog is running on the sidewalk between them. The background shows a park-like setting with trees and a grassy area.

Technology is your friend.

Reviews Shopping Business Help News Investing GameSpot Tech Life Downloads Developer

Technology isn't just for your family pet. But it is all around you. And it can be whimsical, fun, or even friendly. ZDNet is dedicated to every single little bit of technology, from the meanest virus to the latest game. Which is why ZDNet was named "Best Overall Online Site" by the Computer Press Association. Wherever technology takes you, whether it's games, music, family computing or robot dogs, ZDNet has something for you.

SIGN UP FOR ANY OF ZDNET'S 25 FREE NEWSLETTERS AND JOIN TECHNOLOGY'S PREMIER WEB COMMUNITY

ZDNet
www.zdnet.com



You are dropped in the swamp and end up in the sewer of Mishima's prison fortress. You will make one friend, Superfly, and a horde of enemies. You might even find the mighty Daikatana.



Time Travel is proving to be hell. Lemnos Isle, The Catacombs of Athens, The Acropolis, The Parthenon - all infested with hideous reminders of Greece's mythical past. Lay history to rest.



JAPAN 2455 C.E.



GREECE 1200 B.C.E.

"Daikatana will depart from the typical lone-hero-versus-the-world paradigm of the current slew of 3D first-person games."

COMPUTER GAMING WORLD

"Classic Romero - deliberately hyper, handsomely rendered, and perpetually hurtling forward"

-viva11.com



NORWAY 560 C.E.



SAN FRANCISCO 2030 C.E.

It's cold, it's snowing. And, as if that was not enough, it's also the height of the European plague. You do not want to be here. Then again, no one wants you to be here.



Alcatraz isn't what it used to be. It's much worse. You could make it out alive. You could scour the fallen city and find Kage Mishima. And you could set history straight.



OVER 50 BLOOD-THIRSTY ENEMIES



BLOOD-CURDLING DEATHMATCH

daikatana.com

Screenshots shown are from the PC version.



FOR MORE INFORMATION, VISIT WWW.DAIKATANA.COM. DAIKATANA WAS DEVELOPED BY GIGAWATT GAMES AND PUBLISHED BY GIGAWATT GAMES. DAIKATANA IS A TRADEMARK OF GIGAWATT GAMES. SUPERFLY IS A TRADEMARK OF GIGAWATT GAMES. ALL RIGHTS RESERVED. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS. DAIKATANA IS A REGISTERED TRADEMARK OF GIGAWATT GAMES. DAIKATANA IS A TRADEMARK OF GIGAWATT GAMES. DAIKATANA IS A TRADEMARK OF GIGAWATT GAMES. DAIKATANA IS A TRADEMARK OF GIGAWATT GAMES.



COMING SOON ON



JOHN ROMERO'S
大刀
DAIKATANA



FROM JOHN ROMERO, THE LEGENDARY
CO-CREATOR OF WOLFENSTEIN 3D™, THE DOOM™ SERIES,
HERETIC™, HEXEN™, OUAKE™ AND NOW, DAIKATANA™...

ARE YOU READY?



101studios.com



EIDOS
ENTERTAINMENT

eidos.com

1999 Gamers' Choice awards

D

ouble Dragon, Striker, Sonic
the Hedgehog, Street
Fighter II, Samurai
Shodown, Donkey
Kong Country,

Twisted Metal, GoldenEye
007, The Legend of
Zelda Ocarina of
Time—more than
just great games,
these classics
managed to nab
EGM's Game-Of-

The-Year Award at
one point or another in our 10-
year history. But what's gonna be number 10?
Unlike in 1998, when Zelda and Metal Gear
Solid hogged awards in nearly every category,
last year was crammed with seemingly auro-
shing contenders for our 1999 trophies, which
once again take the form of the retro robot
you see marching across the page. Did we
pick Gran Turismo 2, Crash Team Racing or
Ridge Racer Type 4 as '99's best racer?
Surely Pikachu and the gang won something
this year, right? Which games have you—the
readers—chosen via mail and our online poll
as the best of the best? And which game
beat all the rest to earn our tenth Game-Of-
The-Year Award? Dive in and find out.



We say the Dreamcast Game of the Year is:

Soul Calibur



Runner-up: Sonic Adventure

You say the Dreamcast Game of the Year is: Soul Calibur

DC owners were treated to many class AAA games in a very short period of time, but none of them compare to Soul Calibur. This baby not only shows off the DC's power better than any game out there now, but it is one of the best fighting games in fighting game history for any system. Not bad for a "measly" launch game.

We say the PlayStation Game of the Year is:

Gran Turismo 2



Runner-up: Final Fantasy VIII

You say the PlayStation Game of the Year is: Final Fantasy VIII

Everyone knew that GT2 was going to be a hot game, but even the most optimistic had no idea what an impressive product it would turn out to be. When it launched in mid-December, it immediately sold out in most stores, and like its predecessor it will no doubt continue to both sell and impress for the next 12 months. Now just imagine what GT2000 is going to be like.

We say the N64 Game of the Year is:

Mario Party

Runner-up: Rayman 2

You say the N64 Game of the Year is: Donkey Kong 64

This ain't the first time Nintendo's plumber topped that 100-pound gorilla Donkey Kong, but we figure some of you are still surprised we gave this award to Mario Party and not DK64. Truth is, Kong's adventure got too tedious, and Mario Party's multiplayer thrills kept us busy even longer than runner-up Rayman 2.



We say the Handheld Game of the Year is:

Mario Golf (GBC)

Runner-up: Super Mario Bros. Deluxe (GBC)

You say the Handheld Game of the Year is: Pokémon Yellow (GBC)

It doesn't matter whether you love real-life golf or despise it—grab Mario Golf immediately. Even if you only like this small-screen adaptation of the classic Hot Shots Golf formula half as much as we did, Mario Golf will still hook you for months.



We say the Action Game of the Year is:

Tony Hawk's Pro Skater (PS)



Runner-up: Medal of Honor (PS)

You say the Action Game of the Year is: Medal of Honor (PS)

Who'da thunk a skateboarding game could be this good? Sure, pretty, packed with technique and the first thing you'd show to friends to prove gaming ain't geeky, Tony Hawk pumps almost as much adrenaline as a real-life pro.

We say the Shooter of the Year is:

R-Type Delta (PS)



Runner-up: Omega Boost (PS)

You say the Shooter of the Year is: Omega Boost (PS)

R-Type Delta puts to rest all those often subjective (and often) arguments about the merits of 2D vs. 3D graphics. RTD offers the best of both worlds: classic pimp-tight 2D gameplay with some of the most meticulous 3D graphics we've seen in a side-scrolling shooter. Possibly one of the best shooters of all time.

We say the Adventure Game of the Year is:

Dino Crisis (PS)



Runner-up: Donkey Kong 64 (N64)

You say the Adventure Game of the Year is: Resident Evil 3: Nemesis (PS)

You say the Adventure Game of the Year is, Resident Evil 3: Nemesis (PS) intense, clever and a much "meatier" survival horror experience than Resident Evil 3, Dino Crisis delivered a fresh adventure-game experience even though it gave us major Jurassic Park dBe vs. Silent Hill was scarier. Donkey Kong 64 was bigger (hence, its runner-up status). But Dino Crisis was just the best package overall.

We say the Strategy Game of the Year is:

Worms Armageddon (PS/DC)

Runner-up: Vandal Hearts II (PS)

You say the Strategy Game of the Year is: Worms Armageddon (PS)

Among all the strategy games out there, there's one that beats 'em all—Worms Armageddon. If you haven't played some version of this game, you should. It's filled with cartoon graphics, humor and a ton of ridiculously fun gameplay. Each person places their team of worms in an environment, and then everybody starts blowing each other up. It doesn't get much better than that.



We say the Multiplayer Game of the Year is:

You Don't Know Jack (PS)



Runner-up: Mario Party (N64)

You say the Adventure Game of the Year is: Wrestlemania 2000 (N64)

Wrestling games? Pretty fun. Board games? Even better. But what's the best? Trivia games are where it's at when it comes to multiplayer fun. Specifically, You Don't Know Jack. And unlike that dry Trivial Pursuit type of stuff, YDKJ will leave you and your chums scratching your heads and laughing again and again.

The Nine Biggest News Stories of 1999

1. PlayStation2

Indoubtedly the biggest thing going in 1999 was PlayStation. One before we saw what the system looked like, no one was seeing over the possibilities its specs offered. Better yet, it used technologies that are bound to become standard in gaming shortly thereafter, like the PS2's Emotion Engine, which handles both the CPU and GPU, and its use of the SPU (Sound Processing Unit) for audio.

2. Dreamcast's Launch in the U.S.

While announcements of PlayStation bowed overhead, Sega launched the Dreamcast in the U.S. on Sept. 9. The system was pitched up by its big library of launch titles, and it's only gotten better since. By the end of 1999, it was projected that 4.5 million Dreamcasts would be sold in the U.S. After the disappointment with Saturn, it's nice to see Sega both in the game.

3. Pokémon Fever

If you were reading game magazines in 1999, you couldn't get away from Pokémon. Though the original Game Boy games were released in 1996 in the U.S., they continued to be the top sellers of '99. Backed by the TV show, a movie, the card game and scores of licensed toys and products, Pokémon was a total slice of gaming that the whole world acknowledged—if only to dismiss it as a fad.

4. Dolphin

It's only apps on paper—there are no screenshots, no pictures of the system, nothing. But Dolphin still captured plenty of headlines and conjured up new terms—like "openness"—convinced it's still a system that only exists on paper. Expect more to come from Nintendo on Dolphin in 2000 as it nears its tentative holiday 2000 release date in the U.S. and Japan.

5. SNK Vs. Capcom

What happens when the two biggest names in fighting games square off? We get SNK Vs. Capcom, a capsule-fight-up first announced at the spring Tokyo Game Show. Banned ever since Capcom began its "Vs." series, things kicked off with two titles—Cap fighters and Match of the Millennium on Nintendo Pocket Color, and will continue in 2000 on the Dreamcast and in the arcade.

6. X-Box

Expected to be the end-of-the-road combination of PC fighting technology and console hardware, Microsoft's X-Box failed to materialize during 1999 (but might in 2000). Microsoft wouldn't comment on it, but developers who had supposedly seen the system began leaking some of the details (see IGN X-Box for a full report).

7. Game Boy Advance

There are already four variations of Game Boy hardware and Nintendo doesn't seem to be stopping anytime soon. Game Boy Advance, to be released in full force in Japan (and later in the U.S.) is the most progressive of GB hardware, with a higher resolution, more colors, internet connectivity via cell phone and backward compatibility with all previous versions of the hardware.

8. Namco's Soul Calibur on Dreamcast

When Namco announced that it was bringing Soul Calibur to Dreamcast, we were all surprised. But little did we know that the company would spin up the game to take full advantage of what the DC hardware can do. The team painstakingly detailed the game, making it look much better than the arcade game. Only question is, is this the last we've seen of Namco on the DC?

9. Bleem Vs. Sony

The first N64-profile console emulator hit PCs early in the year, and Sony was quick to try to stop the game on them. But the company, Bleem LLC, fought us, and won several judgments allowing them to continue selling the emulator. Finally, the company accepted the words, and instead of walking away, they licensed the emulator and counter-sued Sony (which will continue late 2000).

We say the Sports Game of the Year is:

Madden NFL 2000 (PS)



Runner-up: NBA 2K (DC)

You say the Sports Game of the Year is: NFL 2K (Dreamcast)

The top sports game was very hard to select this year. Sega's NFL 2K blew us away with its graphics but when it came to AI and game play, not to mention "fun appeal," Madden 2000 edged it out. As you know, when it comes to sports sims, gameplay is everything.

We say the Fighting Game of the Year is:

Soul Calibur (DC)



Runner-up: None, unanimous choice

You say the Fighting Game of the Year is: Soul Calibur (DC)

Any game that is still being played religiously every day in the EGM offices has to be something pretty special. We've seen new versions of old concepts crapped out year after year, so it's refreshing to see a fighting game that feels and plays better than anything before it. Soul Calibur scored straight 10s when we reviewed it... and to top it off, it's still the best-looking game ever.

We say the Racing Game of the Year is:

Gran Turismo 2 (PS)

Runner-up: Crash Team Racing (PS)

You say the Racing Game of the Year is: Gran Turismo 2 (PS)

Are you surprised GT 2 has taken top honors? We're not—aside from NFS: High Stakes, Sega Rally 2 and a few other standouts, nothing came close. We're not sure how the guys at Polyphony managed to peak in so many more cars, tracks, mods, etc., than anyone else but we're grateful they did. As far as the competition bug is concerned, we can live with it, hopefully you can too.



We say the RPG of the Year is:

Final Fantasy VIII (PS)

Runner-up: Final Fantasy Anthology (PS)

You say the RPG of the Year is: Final Fantasy VIII (PS)

The cat's out of the bag: RPGs sell like hot cakes and folks can't get enough of them. It was a golden year for Square's chief franchise!

With Final Fantasy VII and Anthology, they effectively flooded the market with three must-buy RPGs for 1999. Square's learning to count to nine... we can hardly wait.



We say the Puzzle Game of the Year is:

Q*Bert (PS)



Runner-up: The Next Tetris (PS)

You say the Puzzle Game of the Year is: The New Tetris (NG4)

Hisano/Warff's resurrection of video games of the old days continued this year with Q*Bert on the PS. While some people exclaimed "Q*Bert" over the update, some were actually pleased that the lil' orange guy was brought back. This version has a very action-puzzle theme to it, turning Q*Bert's normally pyramed world into a fleshed-out, 3D landscape.

We say the Best Graphics were seen in:

Soul Calibur (DC)



Runner-up: NFL 2K (DC)

You saw the Best Graphics in: Soul Calibur (DC)

Months after Soul Calibur's release, we're still in awe over the game's splendid visuals. Niercio's masterpiece looks so utterly amazing, even the sweet screenshots don't do it justice. The lighting, the textures, the 60 frames-per-second motion-captured animations, the attention to detail (from clothing flapping in the wind to the floor dust being stirred up by characters running around)... all combine to make this the single best-looking video game around, period.

We Heard the Best Music in:

Final Fantasy VIII (PS)

Runner-up: Medal of Honor (PS)

You Heard the Best Music in: Final Fantasy VIII (PS)

More than ever, master Nebuo Uematsu's (FF VIII) melodic texturing heightens the key-dramatic moments of Square's latest masterpiece. On top of that, Asian diva Yoko Wang's rendition of "Eyes On Me" easily clinches Final Fantasy VIII as Best Music of 1999.



We Heard the Best Sound Effects in:

Medal of Honor (PS)



Runner-up: Silent Hill (PS)

You Heard the Best Sound Effects in: Medal of Honor (PS)

Half the reason Medal of Honor turned out so darn gripping is its atmosphere. And it was the sound effects—recorded in boot-camp conditions by Dreamworks sound editor Erik Kraber—that made the game's atmosphere so darn authentic. You could practically feel the big boom of lobbed grenades.

We Say the Peripheral of the Year is:

Dreamcast VMU

Runner-up: None, unanimous choice

Anyone who says Sega's VMU is VM-Useless just hasn't fiddled enough with what we think is the year's nicest gizmo. The bonus minigames for Sonic Adventure, Power Stone, Zombie Revenge, etc., are cool enough.

But don't underestimate the little bugger's hardness with so many Dreamcast games. We're talking about the ability to hide plays in NFLX! We're talking about the health readout function for Code Veronica. And developers are just getting the hang of this thing. Sure, the VMU's batteries run dry a bit quicker than we would like. Stock up on games now.



Good Year...Bad Year...



It was the best of times, it was the worst of times. At least, enough with the disaster—the last year of the last millennium was, for the most part, a damn good time to be alive and gaming, as you'll see from this record of the year's highlights and lowlights.

It was a good year for...

• **Sega**—The Dreamcast swept the U.S. with exactly the kind of force Sega needed.

And with online play fairly on the horizon, the year 2000 looks even more exciting for Dreamcast fans.

• **Driving games**—

Sega Rally 4 was mean enough to get on track, but then Gran Turismo 4 reworked it under the wire and was so good we need no parts. No, literally, we did. It was gross.



• **RPG fans**—From Homefront to Lunar to Final Fantasy VII, 1999 packed a game for every style of RPG fan. Put simply, it was the best year for RPG fans ever.

• **Everything Pokémon**—

Pikachu anniversary. Enough said.

• **Skateboarding gamers**—

Sony Hawk's Pro Skater and THQ's Skate and Destroy proved that old-game skateboarding was a way better diversion than vie-game skateboarding.

• **Handheld systems**—PalmOS may have once again helped Nintendo rule the roost of handheld consoles, but SNEK's scrappy NeoGeo Pocket put in a great show (along with several fantastic games).

• **Hardcore fighting game fans**—

As if Soul Calibur wasn't enough, we got mid-school gems like Marvel vs. Capcom and the ultra-deep Wgk.



It was a bad year for...

• **Joanna Dark**—We wanted Perfect Dark. Instead we got Bowling King 4. All that sappy cutscenes made our teeth ache. Nintendo, please release PD on time.

• **VMU batteries**—Sure, Sega's nifty little PM's batteries will last a while—as long as you never play any mid-games on the thing. Apparently, those little Chees each serious juice.

• **The PocketStation**—Sony

promised big things for this little gadget. You had its batteries die quicker than the VMU's and few games support the thing. We guess we're lucky Sony hasn't bought the PocketStation storeside.

• **Online gaming**—

We thought we'd be playing Dreamcast games against you mebers by now. Instead, we have to wait until summer. Grrp.

• **Superman**—He can fly a meanthin wings and fly steady the speed of light, but all Superman really did was suck—big time—in this '00 game.



We say Game of the Year is:

Soul Calibur

(Dreamcast)



Runner-up:

Gran Turismo 2 (PS)

You say Game of the Year is:

Final Fantasy VIII (PS)



Possibly one of the single most impressive titles ever released, *Soul Calibur* is the closest thing we've ever seen to perfection in a video game. The fighting engine is practically flawless and the depth of the gameplay is way beyond any other game in its genre. *Soul Calibur* is beautiful, rewarding...and most importantly it can keep you playing and developing your skills long after you've mastered the basics.

Game of the Year was a close shave this year—two products in the final three received straight 10s from the Review Crew, and *Gran Turismo 2* very nearly took home the award. Both titles pack tremendous longevity. As for our third-place runner-up? Well, that would have to be *Sonic Adventure*, which not only returned to the forefront a gaming mascot we know and love—he also returned in a game that really brought something new to the deteriorating 3D platform/adventure genre.





4 Courses. 3 Countries. The Top 64 European Players. Tee it Up.



Had enough funny, cartoony, windmill golf on Nintendo 64®? Get real. The PGA European Tour is now open for play in the U.S. Tee it up on some of the finest Tour Courses in the world...like *The K Club* in Ireland, site of the European Open and 2005 Ryder Cup...*Droit's Glen* venue of the Irish Open. Go head to head against Europe's top 64 players in real golf matches and tournaments. Real feel...real swings...real players...gorgeous graphics...real fun. Join the tour.



www.europeantour-thegame.com



PGA European Tour and Infogrames are the trademarks of Infogrames. PGA European Tour © 1999 Infogrames. All Rights Reserved. Developed by Infogrames. All other trademarks and trade names are the properties of their respective owners. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1999 Nintendo of America Inc. Licensed by Nintendo. The online icon is a trademark of the International Digital Software Association.



Review Crew

Team EGM

Crispin Boyer

In addition to his reviewing duties this month, Crispin embarked on a tri-state goodwill tour extolling the virtues of most indie's greatest invention—the George Foreman Grill. It's just a shame he was spotted at every turn by Shaver, who holds an irrational fear of Foreman's ingenious device.

Current Favorite:
Dragon Warrior Monsters, Sin Sandwich

Favorite Genre:
Action, Adventure



John Davison

Jahmey England has gone through the Grill w/out makerover machine since Christmas, and now sports a head of spiky, messy short locks. The happy count on EGM now = zero. He threatened to get a muller for a day, but ended up chicken leg eat at the last minute. Shame.

Current Favorite:
Crazy Taxi, GTA, Soul Raiser (DC)

Favorite Genre:
Action, Racing



Che Chou

Che is in love and his world is transformed. He's in love with Soul Calibur. He's in love with GTA. He's been homogenizing his love for Shenmue, Space Channel 5, NGPC, Trans Am, Papa M, and Mazing. He would also like to thank readers for the kind e-mails he's gotten this month. Bye y'all!

Current Favorite:
Front Mission 3, Shenmue, John's E.A., GTA, Sega K 3

Favorite Genre:
Fighting, Racing, RPG

Dan Hsu "Shoe"

Shoe went to Florida to get away from the cold and to watch his Wolverines win the Orange Bowl. But he could NOT stop playing CardFighter's Clash during vacation. He even resorted to camp a GBC and Warm Light to show on the NGPC, so he could play CC in the dark! Talk about addiction...

Current Favorite:
Soul Calibur, Crazy Taxi, CardFighter's Clash

Favorite Genre:
Action, Strategy, Puzzle



Chris Johnston

Chris has made a few New Year's resolutions this year. One of them is to finally start brushing up on his Japanese and maybe go on vacation there sometime in 2000. Not only a fan of weird Japanese games, Chris has been spending his time watching as much anime on DVD as possible.

Current Favorite:
Silent Bomber, LOE, Soul Reaver, Sega Frontier 3

Favorite Genre:
Adventure, Puzzle

Shiny New Review Crew Member

(still coming soon!)

Who Will It Be? Our search for the last RC member is nearly over. But who will it be? The "Yell" Elephant? Sash? The return of Sash?! Find out soon. Really. We promise. We're not kidding this time. You'll see.



Dean Hager

Hot Shots 2 barely missed our review deadline but didn't stop Dean from playing the heck out of the preview setups. Other than that, Dean's happy to see the holiday season is behind us. We couldn't take much more of that good cheer and feelings of joy crap.

Current Favorite:
Hot Shots 2, GTA

Favorite Genre:
Sports, Racing



Shawn Smith

In addition to reviewing games this month, Shawn went on a tri state anti grill campaign battling the George Foreman Grill. Though many love the deli class foods the Foreman Grill is capable of preparing, Shawn feels differently. Surely put, he feels the grill is tainted with evil!

Current Favorite:
Soul Raiser (DC), Crazy Taxi, Hot Shots Golf 2

Favorite Genre:
Action, Adventure

It was a light month for Team EGM. After the glow dimmed from unwrapping and playing the highly anticipated NBA ShootOut 2000, the boys settled back into a steady diet of Hot Shots Golf 2 and NBA 2K. Golf master Dan Leahy soon opened all the golden (secret or otherwise) except one. We can't reveal who they are just yet. You'll have to wait for next month for that surprise. NBA 2K continues to impress the guys. They say it's better than free beer. 🍺



Dan Leahy

Current Favorite:
Hot Shots 2, NBA 2K, Worms Armageddon, March Madness 2000

Leahy recently got fresh blood with an early version of Hot Shots 2, which looks to be just as entertaining as the first. Dan's also been spending hours with NBA 2K, despite the fact that NBA Live 2000 is a deeper game. But it's better to ask good than to feel good, and NBA 2K looks mah so laus.



John Ricciardi

Current Favorite:
RE Code: Veronica, NFL Mania, NBA 2K, Pokemon G/S

Ricciardi's been having a hard time getting an office hockey league going. Not enough people showed here are into NHL 2000 (some say it's too two-go figure). And Sega's NHL 2K is too early (and too slow) for us to sink in to. The solution? Here comes the NCS, baby—It's for Hockey time!



Todd Zuniga

Current Favorite:
March Madness 2000, NFL 2K, Madden 2000

After the beloved actress Minka Kelly shunned Todd's quarter century birthday party invite, he was left in a heap of depression. As if that wasn't enough, he finished a dismal season in Madden 2000 only to see "G" go 20. But like an angel from above, NFL 2K arrived.

This Month...

What's this? Only two awards this month (Crazy Taxi and Soul Reaver)? It was a month of highs and lows for the Review Crew this issue. Rest the lows: Not only did we not receive Hot Shots Golf 3 (PS), Tee Off Golf (DC) and Deception 3 (PS) before our deadline, but we also only had two N64 games. We feel the ripples, and we're sure you do too, of a decline in N64 games as we move into Y2K with the Dolphin as only so much vaporware. Lastly, Fighting Force 2 named its ugly head once again. Now the good news: The number of DC games were neck to neck with the PS...and we got quite a number of very niche (Shoe likes to call them "otaku") games localized from Japan. Next month: Dead or Alive 2. 🐉

Our Philosophy

10 0 6 7 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, so we scale (above) explains. In the middle lies the average grade, 5.0. We repeat, 5.0 IS AN AVERAGE GRADE. Simple, isn't it?

Our Awards



Platinum Awards go to games that get four 10's, the best and rarest review a game can get.



Gold Awards go to games whose average score equals a 9 or higher.



Games that average at least an 8 receive **Silver Awards**.



Publisher: Visual
Developer: Hudson
Required In: PlayStation 2
Supports: None
Best Feature: Colorful graphics
Worst Feature: Tough overworld enemies
Web Site: www.nesd.com

There are only two RPGs on the Dreamcast as of this writing, and while neither are of Final Fantasy caliber—EGG is a start in the right direction, but only a start. There's a lot that could've been done to make this game better—there's no map feature (could've been useful in dungeons), bosses don't have life gauges and character animation is choppy. **The translation is horribly awkward, and should have been edited and improved before going out the door.** On the plus side, EGG's graphics are lushly detailed and in 3D, which sometimes makes it hard to see statistics or other things you can interact with. When up against bosses, the graphics switch to 2D, but the gameplay is still the same. Why couldn't the whole game have been in 3D? I'm not complaining, as I dig 2D games. The enemies in the overworld seem overly difficult—I died a LOT. More times than I can remember. **EGG: Paradise** about as far as you can get with Zeldu or Klondike. Some of the dungeons are hilariously bad, and some, although the entrance to each is in the overworld, making it difficult to track exactly how many times in which one SEB, something they (Madson, not EGG) named this something other than Elemental Glemick Gear? What kind of name is that? If you're an RPG fan/Dreamcast owner, this is a good choice. **Chris**

I hate to say it, but the Dreamcast's second RPG is just as bad as the first. EGG does look like you can really tell Hudson originally intended it for Saturn. The 3D cartoony graphics are lush and detailed, I only wish the story was as good. **This thing suffers from badly translated dialogue that's often so bad it's funny.** Otherwise, EGG goes through the same old motions of most action RPGs. You do encounter some nifty puzzles, though. **Crispin**

As the second of its kind available to the DC, EGG excels in its unique, somewhat imposing, design. **RPG: The 2D graphics give it a cool retro appearance while retaining funtastic.** I didn't have problems identifying bosses or other passages (Gony Dubs). The transition to 3D works fine as well, although the battles could easily be 2D like the rest of the game, if you don't mind playing the same title for a bazillion hours, EGG is right up your alley. **Don**

While EGG doesn't replace Zeldu in the hearts of gamers, it is a decent action/RPG worth playing. The puzzle elements, for the most part, are easy to figure out—the challenge lies in trying to find your way around. You'll probably get lost or move more than one occasion, so thanks to the lack of a mapping feature SEB, the simple passage, 3D/2D gameplay elements and nice visual double to make this an interesting, if not unusual, experience. **Shoe**

VISUALS SOUND INGENUITY REPLAY
10 0 6 7 5 4 3 2 1 0



Publisher: Eden
Developer: Core
Required In: PlayStation 2
Supports: None
Best Feature: Nice visuals
Worst Feature: Bull, repetitive gameplay
Web Site: www.eden.com

It's one of these mysteries of the universe: Fighting Force 2 for the PlayStation 2 is a bad game, but appear only a lot of people are buying it. So I reckon it does fit really damn well. I say about the Dreamcast version in this review. FF2 looks pretty it will sell. But for those of you who care about more than just nifty visuals and needless weapons, loses up: FF2 on the Dreamcast is just an dull and shallow as the PlayStation version. Treading the same room to rekindle computer mantras and shooting the 3D-rendered enemies in the universe may mean for a damn hell hour or so of boredom. Fun, but try it for three hours. View Levels sprawl without structure. The "missions" are pointless and convoluted. There's a cool story here somewhere, but who cares when the action this lame. Really the best thing about FF2 is the massive instead of usual and usual weaponry you'll stumble across (usually by hitting up office furniture, crates and other obstacles), not even that aspect of the game's fun by the awkward inventory system. Control is fine, but most of the time you should be able to transfer every combat-related live statistics if you're busy with the double and just a small game to keep them quiet for a few hours, FF2 will do the trick. But if you demand over a little depth from your action games, look elsewhere. **Crispin**

All video games should be like Fighting Force 2: If the plot goes down, it's a mystery, shiny walk around and destroy stuff. There's basically what FF2 boils down to (there's certainly no shortage of stuff to shoot) and I have to admit it's fun for a little while. Sooo...however, the story wears all and you start with a weak, no-substantive game. More time development the story characters and play mechanics would've been advantageous for FF2. **Don**

Fighting Force 2 is back, and looking better than ever. Its own abilities with the better graphics in FF2 actually make the game more offensive than its PS counterpart. Why? Because the visual looking as the DC displays FF2's total lack of technical. To remember from last time: Shallow boring plot, no meaning gameplay, weak mission, is gratuitously graphic, and there are no save points (damn! I thought I was there!) do it. Do not buy this game. **Pissu.** **Chris**

It's official...Core Design really isn't the best of the best. They've been duplicitous thinking they are. FF2 is conclusive proof it's unimpressive, cliché, tedious and badly presented. **A real can't-outer action game if ever there was one, it doesn't offer anything new, it's not particularly exciting, and the controls are truly awful.** Can't this be said to recommend it to the graphics should've been that, but fuck. Avoid it like you would a coon. **John**

VISUALS SOUND INGENUITY REPLAY
10 0 6 7 5 4 3 2 1 0

Crazy Taxi



Publisher: Sega
Developer: Sega
Featured In: Official PC
Players: 1
Supports: Jump Pack
Best Feature: Excellent arcade-style gameplay
Worst Feature: Not much to open up
Web Site: www.sega.com, www.crazytaxi.com



It's not often that a game is fought over in the offices here, but our copy of Crazy Taxi moved its way from desk to desk a lot more than your average game. It wasn't just the four guys reviewing the game who were scabbing for it either—the art guys loved it, people from other magazines loved it (there's a contingency of the Official U.S. PlayStation Magazine who are utterly addicted to the thing) and wives/pitfalls/buddies and kids were enamored with it too. There's something remarkably compelling about the game—and it's not just that it looks so good.

As we said last month, the sign of a really good arcade game is when it's simple and effective. Crazy Taxi doesn't get bogged down with overly complex concepts or rules—your task is simple; make as much money as you can before you run out of time. With that in mind, the frenetic pace of the



The action is fast-paced, the attitude is perfect, and the presentation is top-notch. Crazy Taxi is another must-buy PC game. **John**
 a taxi drives you to take risks and hurtle about the streets, leaping over other cars and smashing through anything that gets in the way. With the grinding tunes of The Offspring and Bad Religion in the background, too, this is a truly exhilarating game.

It's a shame that Sega chose not to add too much to the final release. The extra city map and mini-games are a welcome addition, but it's a pity that we didn't get a multiplayer experience to add a more competitive edge. As it is though, everyone here became fiercely competitive as we passed the joystick around trying to beat each other's score. Now when was the last time you did that?

If nothing else, Crazy Taxi is proof that old-school gameplay values are still alive and well and still capable of being the driving force behind a really good quality game. Anyone who sees this will want to try to have a go, and after mastering the controls, we defy anyone not to be completely addicted to the thing.

Last month we said this was the first "must-buy" Gamecast game of 2000. So is it really all we cracked it up to be? Looks like it might well be. It's not just pretty graphics and cool music either.



After we spent so long with the prize for our cover feature last month, we thought we'd be doing something special. It may not be the most over-the-top release to make Gamecast's 1st birthday, but Crazy Taxi offers a lot to keep you hooked, and offers more than enough challenges to lure you into refining your driving skills. The addition of the side-games is extremely welcome, and their benefits are multifold: First, they help keep you entertained while you wait for your taxi to arrive, and second, they're fun in their own right. Crazy Taxi really is the driving game for everyone. It's fast, it's immediately gratifying, and it doesn't waste time with needless "rules." Pretty much anything goes, and players of any ability will be able to appreciate the game's qualities. Once you've mastered the controls though, you'll find that weaving the city's traffic is much more of a challenge than you'd think. The overwhelming white noise of the city and its half the truck, and leaping short cuts and gravel debris really makes you feel like you've got "one up" on the game each time. It's not the deepest game ever—but it's certainly something to make you proud you saw a Gamecast **John**

I have never played a game that so accurately captures the greater experience and gives it right down in the middle of your home. **Main play mode and mini-games would've been nice,** but Crazy Taxi is at the head of the parade on a console system in a hard time. **Great fun,** but fun is a lot more superficial than Sega's Adventure on Sega Saturn, but it's fun nontheless. **Graphically polished, intuitive, it's a game you should have in your PC library.** **Shown**

Only the next few awards for depth, but for an extraordinary arcade game it's simply hard to see why it's not. **Bill** has an arcade game that is so easily mastered virtually no learning curve involved. Hell, you could even teach your grandma to play, and we'll make no **Simplicity aside, there's enough gameplay to keep you interested for a long time.** Crazy Taxi makes a great rent, but you should buy it if you're the least bit interested. **Dean**

Crazy Taxi is testimony to the incredible power and versatility behind the Atari's Gamecast release. Slowdown or not, this game looks **NICE.** The cities are huge and its inhabitants are full of personality. **Crazy Taxi strikes a perfect balance between arcade action, and subtle gameplay techniques (a.k.a. power-ups).** My only complaint is that there's too little variety with the "falls in traffic" games, turning them off makes the game too quiet. **Chlo**



Gundam Side Story 0079



Publisher: Banpresto
Developer: Banpresto
Featured In: EGM #242
Players: 1
Supports: Jump Pack
Best Feature: Graphics and presentation
Worst Feature: Gameplay can be frustrating
Web Site: www.bandai.com



GSS was an important game for me this issue for a couple of reasons. First, I confirm what I've been telling Mike for the past couple months—video gaming has finally hit that mainstream where companies like Bandai will just indiscriminately localize imports regardless of how well they sell. Second, I love robot games, and GSS fits that hungry mold on the Dreamcast quite nicely. It sports an aesthetic close to Akira Hibino's gritty realism, and does full justice to the Gundam philosophy that these are full machines of war—what really matters are the people behind the politics. In that respect, I give high marks to GSS. The game's adherence to the Gundam lore-line borders on near worship of the anime (which amused us last year). Usually, the game is sharp and detailed. Look closely and you'll see supporting vehicles, scaffolding for the mobile suits, a wide variety of war-torn urban terrain... all the considerations of real-life tactics. All this richness gives GSS an immersion sim-like feel to the game play. Unfortunately, not all is well when it comes to controlling your mobile suit. Controls feel clunky in comparison to how much action is happening around you, especially when you're engaged in a saber battle. But do give GSS a chance, and support niche gaming in America. We need the diversity. **Chris**

Just this game's hard. I don't know if I just had problems adapting to the controls or what, but I had some real trouble with this. I still love the title, but I took me some to get through each level. There's some particularly aggressive opponents. All that said though, Gundam is a tremendous title. To play the presentation is spectacular throughout, and I have to say that it's certainly my favorite "big robot" game to date. **John**

In general, games based on anime do with much lessened games in the U.S. are welcome. But Gundam Side Story is an exception. Using voice actors who will be familiar to those who watch anime does (especially anyone by Masahiro Yamamoto or Bancho), this is a well-crafted, fun, strategic mecha-based action game. GSS captures the combat of the animation perfectly, even if you get hit. Not for everyone, but a solid title. **Chris**

Gundam's one of the most interesting, high production value most games I've ever had the pleasure of playing. The game has voices (TV) and a great presentation. From making the time to set up a job mission with care and detail to the on-the-fly outdoor-mission that will re-occur in time. Gundam will draw you in and keep you attached. It's too bad the Saturn is a little hard to play in the heat of battle, and the leveling-up boundaries really stink. **Shloe**

VISUALS	SOUND	INGENUITY	REPLAY
9	6	7	6

Joko's Bizarre Adventure



Publisher: Capcom
Developer: Capcom
Featured In: EGM #242
Players: 1-2
Supports: Arcade Stick, Jump Pack
Best Feature: Graphics, design, gameplay
Worst Feature: Wii, it's crowded, but just a little
Web Site: www.capcom.com



IBA is a 3D fighter based on the premise that these supernatural hunters have psychic powers that manifest themselves into external familiars called "Stand." This is such a cool concept because your character decides on different attacks depending on whether your Stand is active or dormant. Aside from the usual fighting engine staples (air recovery, guard canceling, etc.), IBA features a "stand-in attack" system that allows you to buffer in as many moves as possible while summoning your Stand. As it is, the game is easy to get into, but will take a while to work to attain levels of expertise. More importantly, IBA is incredibly fun, over-the-top over-the-top. The game exudes mad stylitics, everything from character design and animation. To the way it borrows from manga's (Japanese comic) visual techniques to emphasize violence and melodrama. Unfortunately, the U.S. version suffers from a little oversaturation. Blood has changed from red to white, and the "Red Alliance" does "softcore" instead of getting cut in half and exploding in a red sea of glory. Strongly, other more mature graphics involving woman fighters remain uncensored. Marikah has a move that involves grabbing her tits, while Mike's Stand mingles in her suit, provide more. You've never seen anything like IBA before. It's excellent. **Chris**

If wider, less serious 3D fighting games (like Tekken) are more your bag of old, then you have to check out IBA. This thing is so pure and fun (Japanese retrogameplay), it's quite fun too, but I wouldn't say it's a terribly deep game (each character only has a small handful of moves). Don't be too annoyed by the "two games in one" selling point (you won't be playing Joko's top-pup with Joko's in the same disc). **Shoe**

Bizarre is exactly what this game is. Based on a popular manga series in Japan, the combat is unlike anything I've ever seen in a Capcom game. The whole concept of Stand's leads to some interesting play mechanics, coupled with some of the wildest characters ever to grace a fighting game. The violence and some of the bizarre acts has been toned down a bit for the Japanese version, but this is still one of the best fighting games on the DC. **Chris**

Chris

VISUALS	SOUND	INGENUITY	REPLAY
9	7	6	8

Legacy of Kain: Soul Reaver



Publisher: Eidos
Developer: Crystal Dynamics
Featured In: EGM #242
Players: 1
Supports: Jump Pack
Best Feature: Amazing visuals
Worst Feature: Anti-climactic ending
Web Site: www.eidosinteractive.com



If you want a good example of why you bought a Dreamcast, take a look at the cliffs over the vortex in Soul Reaver and look down on the edge. The graphics here are simply incredible, gorgeous effects, crisp, sharp details and beautiful soft-focus animation. Soul Reaver was never lacking in the product department, but playing it on the Dreamcast you really do get the feeling that this was the way it was supposed to be played. As a first experience of a Tomb Raider-style game on the system, you could hardly ask for more. The quest itself for those of you unfamiliar with the PlayStation game is suitably intriguing and the story unfolds at a steady pace as you work through the enormous levels. What's most subtly about the gameplay is that while it shares gameplay mechanics with the likes of Tomb Raider, this isn't just running, jumping and killing stuff. There are some pretty convoluted puzzles that appear through the game, and what I find most in the best of all of the beauty is that you feel like you're solving these rather than simply hitting them on the head with a pointy stick. Progression through the game does flow sufficiently well new abilities to keep you satisfied—and it's not until the disappointing ending that the game over lets itself down. The sweet can't come soon enough. **John**

And I thought this thing looked good on the PlayStation. Soul Reaver really pops in life on the Dreamcast. Haha, I spent a lot of the game looking at stuff. Of course, the excellent story and puzzle-rich gameplay remain intact. And this is just the type of epic adventure the Dreamcast needs. But should you try this game if you already own the PlayStation version? No. The only thing you'll get out of it is a showcase disc that'll show your pants. **Crispin**

If you have a Dreamcast and missed out on Soul Reaver the first time around on PlayStation, get this game. Stunning visuals, tight gameplay, a gripping story—the game has all the bases covered. The game itself may be the same as the PlayStation version, but the quality of the visuals alone makes it worth a try. Can you leave a lot from this game, and if Tomb Raider controls the DC title, it'll be a much better game. A Dreamcast must have. **Chris**

I feel bad for PS owners who bought Soul Reaver. This version is much more impressive: the lighting effects and colors were twice as potent, it has to be among the top five best games for the DC (at this time). The level design does wonders for Reaver's mobility but that it's best in the PS version, but now it looks and feels extra fluid. The only negative is the anticlimactic ending, but in light of everything else, Soul Reaver is worth the money. **Ben**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	8	6



Plasma Sword

Publisher: Capcom
Developer: Capcom
Featured In: EGM Ray
Players: 1-2
Supports: Jump Pad, Arcade Stick
Best Feature: Frantic, easy-to-get-into gameplay
Worst Feature: Undermining graphics, no-depth
Web Site: www.capcom.com



Star Gaiden's proposal to Plasma Sword, suggested a lot of fun with its oddball cast and sharp, eye-catching visuals. Unfortunately, the game's top-notch lighting engine is as challenging as dialing 1-800-COLLECT really quickly to the fun didn't last a very long time. Now that Capcom's given us Plasma Sword (Star Gaiden 30 for DC, we have improved results on the PS original, though those graphics aren't anywhere near their potential) Soul Calibur meets Plasma Sword (so, it's kind of like Metal Gear has a ton of new characters, special moves and combos). The gameplay, however, is still pretty shallow (but that's not to say it's not enjoyable). The game's counter-parry system illustrates this perfectly. The Plasma Reverb of Plasma Reverb acquires two buttons being attacked at the right time to nullify or reflect back an attack. This is way easier to do than a Soul Calibur rage or party because Plasma Sword's system is much more forgiving with the timing and distance. This game also has several wacky-type combos when you store an opponent as a Plasma Field (you use Power Stone and its tactic, more accurately) to apply to fighting plans, then you'll certainly appreciate Plasma Sword's simpler gameplay style. But fans of hardcore fighting games won't get a whole lot out of this disc.

Show

There's an argument that says, "Why do you need this when you have Soul Calibur?" When you have 3D fighting it already pretty much won't be up to DC, so a game would have to be pretty special to have a chance. To be honest, *SSG* remains one of the best titles, which isn't necessarily a great thing. It's flashy, fast, and I quite like some of the characters, but it's probably not for the masses or fully representative of the action.

John

When are developers going to learn that a sucky fighting engine, with more characters and better graphics, will equal crap games? I don't like Star Gaiden and Plasma Sword doesn't have much better. The biggest problem here is that these gaucetic titles do look about as appealing as *Street Fighter* looks like the game takes like it's a 1980s System 1, minus all the nice an capturing that made *Street Fighter* so great. Unimproved gameplay tops it off.

Chu

Plasma Sword provides the best and crassest expected from most Capcom fighters in an obscene, lip-synch CD package. Of course, even though it may be a little sticky in spots, that's not to say the game is sturdy for newcomers. On the contrary, it can be fairly involved if you want to be with games, counters and what not. And while it's not an especially impressive or complex as Soul Calibur's, it's still a fun to play. It's certainly a fighter to consider.

Show



Wild Metal

Publisher: Redstar
Developer: ORCA Design
Featured In: N/A
Players: 1-2
Supports: None
Best Feature: Graphics
Worst Feature: Controls
Web Site: www.redstargames.com



Back in the day when I bought a laptop, the only game available for it was Cybermorph (and that came packed in). The game reminds me a lot of Cybermorph, only with tanks and better graphics. The objective is to go around the game's environments, blasting enemies and collecting colored power cores and then escape. Graphically, this game looks great. Night missions especially look really cool. The only minor grip is that sometimes you can see the boundaries of the game's squares on a supposedly natural landscape. Your radar is overlaid on top of your view, which is handy, but it might've also been nice to have a pull-up menu where you can view a map of the areas you've been and haven't been. A minor gripe is the game's lack of jump/kick support and the lack of any type of background music (would've been nice to have something). There's not even any kind of radio or music you can use to to enable the "no music" option.

I can't think of anything that stands out as particularly bad with Wild Metal, but there again, it's just not crazy about anything. Even a few things simply just does not get me that excited about playing it. Multiple play modes are a good addition, but the action just isn't that enough and the arena isn't big enough to make it a little with very strong multiplayer modes. Average.

Chris

This is one of those games that falls short of the massive potential that it had. The idea of an old-school tank battle game brought up to date is certainly appealing—but Wild Metal disappoints somewhat in its execution. The one-player game, all though on the slow side, and although it offers more than just combat, it can get a bit boring very quickly. The multiplayer mode was particularly disappointing though it's missing that vital compelling "something."

John

Like *DMG* Dwayne's Body Harvest on the PS2, Wild Metal features huge environments. "Wild" is the best sense of the word. On a broader scale, this really pretty cool, since it gives you the impression of seeing your own alien planet with all kind of things to do. But these open spaces can also be confusing at times, and losing when you simply can't find what you're looking for. Overall, *Wild Metal* was well made, but there just isn't a lot more to it.

Show

Wild Metal looks like some people developed an engine based on an interesting idea, but this wacky body on the brain look (never, and to be honest, the game shipped). This game is not fun. There are some cool bits, like the physics of the world, the way your tank behaves on the terrain, resulting out of the ordinary of your shocks, but for the love of God, why put yourself through this sort of game? It's just fun. Get over out of my Dreamcast, now!

Chu



ECW: Hardcore Revolution

Publisher: Acclaim
Developer: Acclaim Studios-GLC
Featured In: EGM #22
Players: 1-4
Supports: Controller Pak, Remble Pak
Best Feature: Getting to play as the ECW cast
Worst Feature: It plays/feels just like WWF Attitude
Web Site: www.acclaim.com



Hardcore Revolution is really nothing more than WWF Attitude dressed up in ECW clothes. If you've played all the Acclaim wrestling titles and were hoping for something significantly improved, then you're not out of luck. But chances are, you'll get a buy this game to get the ECW cast and all the freedom of "boredomness" in those games, you won't be disappointed (and if you haven't played Attitude, you really won't be disappointed). This can't help you at all the best-case that make up the ECW (including a couple of secret ones). It also has hard-core wrestling matches, which isn't really a huge deal—but it's always fun whipping your victim against the ropes and not seeing him or her bounce back. As the first Mats in late wrestling game, *ECWR* also "boasts" ample amounts of blood. It's a strange sight—pits upon pits of blood in a game that's traditionally been blood-free—but it really will make off with you. The animation is slightly better, and the collision detection is a tad bit improved. One drop looks to be back almost like the other, but it's actually correct. These good parts, however, won't win you over if you've had some time with Attitude. The game feels and plays too much like its predecessor, but for a 2002 ECW playing experience, you really can't go wrong—this is a solid, robust cart.

Show

Even though ECW isn't much different than Attitude in most respects, there's enough to make the experience worthwhile for any ECW fan. The "boredom" stuff is apparent from the get-go (you know, lots of blood, crazy moves, etc.). There have been some other great plays like *Fire Attack*, but nothing major. Like Attitude, *ECW* has a sweet, sweet, a-wonder mode. Overall it's not radically different, so if you already love Attitude then this **Show**

ECW may be the freshest, most intense thing to watch in the world of wrestling right now, but Acclaim's *ECW* based game feels like stale, stale. If you already own Attitude, steer clear. You'll find nothing substantially new here. You certainly won't find the fighting quick action or many of the extreme moves that *ECW* is famous for. Instead, you get uninspired blood and a slightly improved game engine. It's just not enough.

Crispin

I have no complaints about ECW. It's obviously the Attitude game, maybe with *ECW* wrestling titles and venues. It actually feels better than the PS2 version of Attitude, it's about as speedy as the DC version. Controls are more responsive too. I have to laugh when the question is just blood. However, it looks like the parts weren't draped on their heads. Like Attitude, *ECWR* is a great, but I'd rather watch from something about Mary, like *Don*

Don





South Park Rally

Publisher: Activision
Developer: Tantalus
Featured In: IGN Play
Players: 1-4
Supports: Battle Box, Memory Pak
Best Feature: Yes, and sure it has one
Worst Feature: Badly scripted humor
Web Site: www.activision.com



Activision scores a hot track of crap with this, the third of its South Park games. It's not often that a franchise is coked up with such monumental ineptitude, but **this really does blow the top off the competition.** You can imagine the brainstorming meeting before this thing got popped out. "They say, 'wouldn't it be great, like, if we took all of the South Park characters and put them in a kinda racing game—y'know, a big like *Mario Kart*™'?" Yeah, what a great idea. But you *what*, why don't you take all of the humor out of it, make the graphics suck, fill it with glitchy bugs, make it devoid of any fun—and then make it an Xbox game so it finally brings a few more nails into the unfortunate system's coffin. Sure, a helluva solid attempt has been made at making it "funny" (this "just a racing game," but the net result is that the new ideas complicate things too much. The grand old of the podium should be the multi-playable crap, but wherever we find it, most of those playing it gave up in disgust because they couldn't work out what they were supposed to be doing. Is the "Van Burt" (do ho), who's a rip-off of the Battle Box in Mario Kart, the graphics are so bad you can't even see each other, what's the point? Raising \$50 down the crater would probably be more fun than playing this.

John

Remember when Activision turned out nothing but licensed crap—and how Tantalus saved the company from ruin? Looks like old habits die hard. **Without the \$5000000 effects, this game is nothing.** A game like this has to be simple enough to jump into on a weekend rental so you and your friends who've never played it can have fun. You can hardly see where you're going and you can fall through the track the instant crash. Really dire game.

Chris

If Activision doesn't stop producing something out hell speed South Park games, they're going to kick back the bottom of their barrel. Learning what reputation that they've gotten rid of over the last few years. This game has horrible level design (with all sorts of nook and crannies in what to get stuck), annoying obstacles, unbalanced weapons, a mediocre (limited) and basic music/sound effects. **The variety of objectives is the only bright point here.**

Shoo

In a word...nope. That's putting it nicely folks. South Park Rally falls about a million levels in a rank (but for next year's "Creeps of the Creep" award) it's not funny. It's not comparable as a real racing game, and it looks terrible. Oh yeah, multiplayer is confusing. **I'm surprised Activision would release such a bomb.** I guess some like it. Quarterback Club 2000, yes. They'll remain anything. One of the most useless South Park fans should have considered creating this.

Don

VISUALS	SOUND	INGENUITY	REPLAY
5	5	3	5



Colin McRae Rally

Publisher: SCEA
Developer: Codemasters
Featured In: IGN Play
Players: 1-4
Supports: Dual Shock
Best Feature: Excellent rally "feel"
Worst Feature: Controls a bit too light
Web Site: www.playstation.com



Despite the fact that it's somewhat out of date (Colin McRae now races for Ford, not Subaru as portrayed here), I'd have to say that **this is one of the finest rally games around at the moment.** It's up against name still competition too, Infogrames' recent update to V8Rally was pretty damn hot, and GT2 features an incredible rally mode (which is still probably slightly better than CRR when it comes to this). The controls are challenging, the physics are top notch, and most importantly, the controls are extremely responsive. They may be a bit on the light side for some testers, but since you've got the hang of getting away from the analog stick, you can still do around cars like a pro. Special commendation has to go to the sound effects—some rally racing games there's so pumping soundtrack here aside from the glorious sound of your car's engine. The high rev whining, the roar as you take turns, and the popping of gears are all brought to life in a way that few car games in any other racing genre. The car view angles are very cool too, especially the car view. Usually when you see the cockpit in these games, complete with polygon hands at the wheel, it's like, "hey—what? CRR gives you just enough detail to realize the suspension of disbelief! If you're a rally fan, you really need to check this out. Codemasters have done a fine job.

John

Colin McRae Rally is really something. If you were to close your eyes while racing and temporarily rally hand, you might just think yourself into thinking you're really racing a rally car. Of course, you'd also cringe as you see your eyes open. **The graphics are second as truly incredible,** and more importantly, the control is tight (though not perfect). If you've a lot of rally practice, you'll really should look into this one—it's right up at the top of the list.

Shawn

I still like V8Rally 2 and Sam's Rally Cross a better, but CRR Rally's best. The control is snappy and the car tend to slide a lot but it's not much of a problem. **Overall, this has no-one else, hardcore rally fans just cars, controls, and flat out racing.** If anything, the level could be more diverse. Most of it is flat and void of big jumps and obstacles. Unfortunately, two players is way too slow and unexciting. Rally fans should give it a rent a spin.

Dean

Colin McRae Rally sort of crept up on us as this month but we've been fortunate enough to have it. It's also decent racing game per se. **CRR's strengths will resonate with most driving sim enthusiasts:** realistic physics, real cars, real courses. Plus, the addition of a driving school is also a nice touch. I did, however, find the steering a tad too sensitive, from the instant "steers" on the wheel view. Oh, well, another solid rally racer for your PlayStation.

Chc

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	8



Crusaders of Might & Magic

The new look look looking

Publisher: 3DO
Developer: New World Computing
Featured In: IGN Play
Players: 1
Supports: Dual Shock
Best Feature: Character-development system
Worst Feature: Laser story
Web Site: www.3DO.com



Sorry New World Computing, but I don't think you're gonna turn console gamers on to the Might and Magic series with this cruddy title. Nearly every aspect of Crusaders of Might and Magic is flawed. Let's start with control. You'd think an action RPG that it's off Line Craft's movie would at least play as well as Tomb Raider. Nope. Everything's sluggish. It took me half the game to get used to the chunky control interface. You need to use both the analog stick and the digital pad simultaneously to dodge and set up attacks. I rarely even bothered using my stick, since it demands annoying gesture timing to wield properly. And your impulse jumps make leaping from platform to platform a nightmare. Although the world spans into plenty of terrain types, the stand visuals make for a boring journey. Enemy AI is average at best. My favorite tactic was to just mow them down with spells. Their lack, their issues, who they tried to resist through war. The plot is a muddled mess of misadventures that have you doing a great piece and events, to find **the whole thing just feels unneeded and overly plotted.** I had to start a few times after getting stuck, on well. All the only good thing here is the character-development system, which lets you specialize with different weapons as you level up.

Cristian

Score another one for the "our game has great ideas, but they're executed extremely poorly" club. CoMM is another bestseller, poorly designed game. At no point while playing it could I say it was having a good time. **The controls and camera will often make an effort to piss you off,** and when you get stuck in one of the buggy environments, you'll be ready to toss this disc in the trash. I hope to see these ideas implemented better in another game.

Shoe

This game is played by slowdown, not enough save points and an awkward control scheme that doesn't make much sense. In fact, **nothing in this game makes much sense.** We're told how this boy had his family and everything known to him destroyed, and all of a sudden—boom!—he's a hero. Sure a cold year and here's an awakening, y'know, which, come to think of it, got beaped in the head from before. This is one to skip.

Chris

Crusaders is plagued with a lot of small problems that ultimately bring it down. **Most notably, the story seems pieced together haphazardly.** I lost interest after several hours of nothing a solid thing to figure out what my next move should be. To make matters worse, there aren't enough save points. I had to keep using the calculator cheat code and the weapon making strategy as well. I have spent up a lot. Crusaders certainly could be better.

Don

VISUALS	SOUND	INGENUITY	REPLAY
5	4	6	2

Fatal Fury: Wild Ambition



Publisher: SNK
Developer: SNK
Featured in: JGM #334
Players: 1-2
Supports: Dual Shock
Best Feature: It has a solid game engine but...
Worst Feature: ...it's not as good as the 2D games.
www.snk.com



Fatal Fury's move to 3D is a fairly decent one. I certainly wasn't expecting very much... after all, the King of Fighters is SNK's well-earned and joyous legacy. **Wild Ambition is solid, with lots of cool moves and combos that look great in 3D.** This new engine isn't perfect, however, and Fatal Fury fans might find that to be a big sell-off. Casual players probably won't notice a lot wrong with the game, other than a few things. (I mention later if this is your first visit to the world of Bangais and Co., you might like the title [though why anyone would get this before SF EX is beyond me]. But if veterans of 2D, serious veterans) will find the variety of the moves and combos to be off enough from the 2D games) to make you swear off 3D fighters forever. What are the other problems? The graphics are pretty mediocre fare (with small character sizes and some background). Some of the moves are really really hard to pull off with the PS and Gamecube stick makes a world of difference. If you're going to expect a lot of extra skill in your loose conversion of an arcade fighter, you'll be accused to not doing really well here (see World Tour or Force Mode-type stuff, etc). You might also go mad (when you realize NA introduces very few new cast members to the FF universe, mostly compared to what EA did for SF.

Shoe

Fatal Fury hasn't made the transition to 3D particularly well, and as a result Wild Ambition is one of those games that makes you think the franchise is pretty much an artless jolt. The action is slow, the controls are sloppy and not as responsive as the game's 2D descendants, and to top it all off, the sound effects sound like they were recorded through a tin can. This is not a good first experience. **It's such a shame to see a good series go bad.**

John

If you're not a fan of SNK fighters, don't even waste time thinking about Wild Ambition. It's a competent fighting game at its heart, with tight control and the classic Street Fighter-inspired game engine. SNK is known for **but the graphics are about one step better than Battle Arena Tekken's visuals.** Sound effects are pretty standard and being just stick with Street Fighter EX Plus. Right, which plays better and is way more interesting to look at.

Crispin

I passed this game by in the arcade because it didn't look too hot. The whole Neo-Geo-4 thing (just didn't play well) was my complete bail-out. Well, totally different view. So, the graphics are acceptable, even by PlayStation standards, but the fighter engine somewhat ruins the game. I recommend an arcade stick or at least a good one on Gamecube. **It's not as good as SNK, but what if you like the SNK family more than Capcom's?**

Chris

VISUALS	SOUND	INGENUITY	REPLAY
4	4	4	6

Jackie Chan Stuntmaster



Publisher: Midway
Developer: Radical Entertainment
Featured in: ESM #166
Players: 1
Supports: Dual Shock
Best Feature: Train Stages
Worst Feature: Kickboxing (and then after you die)
www.midway.com



You'll think a game that's been in development for so long would have all its kinks ironed out by now. Not so with the oft-delayed Jackie Chan Stuntmaster. The premise here is promising enough (and really this is the only way a Jackie Chan game should be made). As the Chan man, you roam around beat guys—as many as three at a time—in level after level of Double Dragon-inspired gameplay. But while the simple fighting controls let you unleash varied combos with ease, Chan's meta-captured avatar also has a nasty habit of sliding you in all the wrong directions. Throw a punch and Chan slides forward. Kick-jump off a nearby wall and Chan slides when he lands. It makes for hundreds of frustrating moments in the second half of the game, when the levels start emphasizing platform leaping over chop soccer.

Chan's sloppy control dropped me into low chop soccer-death cinema. And though the wheel part. It takes nearly 10 seconds for the game to reload after you die, but that's how annoying that fight would have been if you had to tackle your opponents for a minute every time your character crashed. Oh, SF? You do get a lot of levels, but best how you get them (as do subway travel) just with the game it's time to fighting and obstacle dodging than all that ledge-to-ledge leaping.

Crispin

This beat-'em-up isn't all that bad...it's very old-school in intent, and if you can get over a few hiccups, you might enjoy it. The action is repetitive but so are most first fight-style games. The movement is a little sluggish, and the side-scrolling gameplay can be extremely frustrating when you miss your smokescreen jump (because you'll have to walk a day for the level to reload). **Stuntmaster wouldn't be more enjoyable as a two-player vs. one game.**

Shoe

Why in the heck does this game have to load every damn you die? At a go-second load time after every death it's completely unacceptable. This auto, the game itself is very enjoyable. It plays totally like a 3D Double Dragon (you know, the classic, lots of kick-in-the-balls Jackie Chan movie beats lots of kick-in-the-balls Jackie Chan movie beats dead fun). No, it's not the most compelling game, and, but it's a straight-forward action in quite fun. **Shawna**

Stuntmaster doesn't take itself too seriously. Its cut-scenes look like they were approached with a well but probably won't appeal to older gamers. **The simple platform format and easy-to-remember gameplay make it perfect for 10- to 15-year-olds.** The violence is pretty tame so parents shouldn't be too concerned. The fact that Jackie can use a fish as a weapon tells you it's really silly. You could rent this for a night and probably get your fill.

Deja

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5

NBA ShootOut 2000



Publisher: 3DO Sports
Developer: 3DO Sports
Featured in: ESM #334
Players: 1-6
Supports: Dual Shock
Adjustable stuff: The many stunts
www.3dpsports.com



They've had almost two years to make this game. Was it time well spent? Yes and no. You'd think it'd be spectacular but unfortunately it barely manages to keep pace with Live 2000. That's actually decent praise considering how good Live 2000 is. Last year, two years, we were hoping for more. To start with, ShootOut doesn't attempt to break new ground with radical new gameplay or features (except for Create 2000). It's more about expanding on many of the traditional options we've grown accustomed to. For example, rather than a generic defense, you can single out opposing players and have them double teamed. You can also adjust the intensity of coverage to be normal, tight or loose. So what's holding ShootOut 2000 back? **Gameplay is a bit clunky and lacks the smooth action of Live 2000.** In addition, some user control is lost when the computer forces your player to block in when you'd rather shoot. It looks realistic, but limits what you can do in tight situations. Computer players stand around too much as well, especially when they should be rebounding. One more complaint—stalling is too frequent. It's fun but becomes a bit obnoxious after 10 or so plays per game. Overall, Shoot Out 2000 is good if you're into creating, stunts, opponent adjustability, but could use more presentation and polish.

Deja

There's really not an area of this game that stands out in a positive sense. Gameplay and AI are decent at best, but overhills controls detract from the experience. **Swimming guys or defensive lines too long, leading to an alarming number of open shots and dunks.** Also, they continue to miss the best on any general manager of possible stuff, which (for me) greatly enhances the replay for fans sports game. **Best it, then buy NBA Live 2000.**

John

I wasn't thrilled by NBA ShootOut 2000. The players move like they've just gotten up, as they pace down the court with the speed of the elderly. The rim physics are ridiculous, the ball may bounce against floor in five times without the threat of ticking the ball, thanks to friction moves, which I can't understand considering this game's title relates. The Create 2000 mode adds little to it but that's worth of 10 or 20 minutes. **NBA Live 2000 is better.**

Deja

Why is it that after two years of development, Shoot Out still hasn't come of age? So 2000's Visuals aren't bad, but everything else feels amateurish, from the faded physics to the on-air bounce that Tina from Dead of Alive to the lackluster AI. The best of hearing about how many Neo-Geo-captured moves and 3D polygons and Neo-Geo-inspired graphics (which are somewhat basic). **If the gameplay isn't up to par, nothing else matters.** It's still worth NBA Live.

John R

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7

Road Rash: Jail Break



Publisher: Electronic Arts
Developer: Electronic Arts
Featured in: EGM #222
Players: 1-4
Supports: Dual Shock
Best Feature: Good speed
Worst Feature: Cheaply 3D graphics
Web Site: www.ear.com



As a big fan of the 3D Road Rash, I find it hard to stomach the bloody 3D look of Road Rash Jail Break. You'd think they could smooth it out just a tad more. Needless to say, the graphics haven't changed significantly from RR 3D. Gameplay isn't much different either. Most of the changes involve the play modes. **Two-player is a welcome addition and pumps life into an otherwise so-so title.** Technically, Jail Break works fine, the frame rate stays up and the computer likes play along, yet it all could be better. It's tough to keep an opponent (aimed) for a long exchange of blows. Sidecar Battle alleviates the problem somewhat with one guy driving and the other attacking. Unfortunately, the post-work sprint back to the bike has made a return. The problem is, midgame fling you so far it takes forever to get back to your bike. Overall, I miss the Thrash and Big Game Modes of your past. Street Mode has evolved. Fighting is still the staple of your racing and midgame fling. It seems a bit to be desired. I do like the Free-D thing however. It's fun to be the cop sometimes. In the end, if you like what RR 3D offers, you'll dig RR Jail Break as well. It's basically the same game, but with multiplayer and an extended story line. Hopefully this title will be continued on the PS2. **Dave**

Now! The aging franchise has some new life injected into it. As a single player experience it offers a somewhat more elaborate experience than your usual Road Rash, but it finally comes into its own when played as a coop-two player game. With one of you driving, and the other as the "monkey" on the sidecar, the game takes on some exciting new dynamics. It's a shame that this doesn't walk so well when everything doubles up for four players though. **John**

This game tries to freshen up the old Road Rash formula with special rescue stages and pursuit modes. Trouble is, Jail Break feels like last year's model, and at this expense, racing more than hards to make out. It's the MP play mode that really makes you wanna hang around for another ride. The co-op sidecar mode is hilarious—especially when you knock your own teammate off the bike. **That does this thing better than any. Crispin**

Jail Break is a step in the right direction for the Road Rash series. It's the closest a Road Rash game has come to capturing the magic of the road school series. **The gameplay itself is pretty decent.** It's too bad the graphics and frame rate in four player mode look so chunky compared to the one-player, but it's still playable. I had the most fun playing the two player sidecar mode with Crispin (the four player sidecar versus just wasn't as fun). **Shawn**

VISUALS **SOUND** **INGENUITY** **REPLAY**
7 7 6 6

SoGa Frontier 2



Publisher: Square
Developer: Square
Featured in: EGM #222
Players: 1
Supports: PocketStation
Best Feature: Graphics and story
Worst Feature: High learning curve and difficulty
Web Site: www.square.com



To actually sit down and play a translated version of SF2 was only second to the dream of playing Final Heaven 3 in English. Square EA has done a brilliant job at capturing SF's delicate dialogue and interesting story line. While conversations with Cidren X of Town Van are fun and repetitive, their particular bits of dialogue never suffer from awkwardness. **The SoGa series has always been experimental and SF is no exception.** The game is divided into "chapters" or events in history. Each gives that year to sleep around in time and compare the scenarios in the sequence you see it. However, you can't just sit back and use Stars, as SF will force you into alternate scenarios. An interesting concept, but in the end it just gets in the way of good storytelling. SF's battle system is also sophisticated, but it takes time from over complexity. The need to constantly re-examine a bunch of conditions is often to help your own. In combat, defining you going and grab yourself a handy TAG, or else you'll blow through the first set hours completely in the dark. Much of the combat is "combo" based and, if you're like me, you'll get bored to discover new combo attacks (define those), in combat scenarios. The key for me was to match that level of difficulty. If you're looking for an RPG with depth, this is it. **Chie**

The look of this game absolutely blows you away. This is like **looking at god** (I've seen you). And to think I'm on PlayStation 2... well, but just gives that just because a system can catch some serious 3D, we haven't heard the last of 2D. It looks like you're playing a fully detailed spacewar. Aside from the visuals, I found the story lines, which converge and "diverge" nothing less than capturing Square's love it again. **Chris**

SoGa Frontier 2 is one of the best looking 2D RPGs ever played. Each of the vibrant hand-drawn backgrounds give the overall scenery a lot of warmth and detail. It's too bad I'm put off by the **non-linearity of the story line.** Also, the way SF just drops you in the middle of some very hard areas can be a bit daunting. But once I got a hand on the interesting roles, party attack order, level, killing for money, I found SF2 to be deep and rewarding. **Shaw**

If you're more of a Final Fantasy style RPGer, you may want to play away from SoGa Frontier 2. It's not the strongest, these RPGs you're used to. The weapons and art systems are deep and rewarding as you get used to them. Combat takes time to figure out and demands experimentation (even face armysaving army bad etc). **This is just a different kind of RPG.** It's beautiful. It's often charming. But SF is certainly worth your time. **Crispin**

VISUALS **SOUND** **INGENUITY** **REPLAY**
9 8 7 5

Silent Bomber



Publisher: Bandai
Developer: Cyber Connect
Featured in: EGM #222
Players: 1-4
Supports: Memory Card
Best Feature: Non-paced action
Worst Feature: Gets a little repetitive
Web Site: www.bandai.com



What if a dorky little Bombberman went on a mission to save some people, but was killed, and somehow blew up a village full of his kind? No doubt, the 3 mix would have some issues—in fact, well, he'd be downright screwed up from the incident. Well, that's pretty much the premise of Silent Bomber. Of course, Bombberman is nowhere to be found. Instead, you control a bomb-dropping soldier. An emotionless renegade who has nightmares about his kidnapping, and doesn't talk much. So he doesn't start to raise the pain. This backstory is a nice complement to the action. And there is plenty of fast and furious action—explosives of all kinds, laser beams and lots of robots and space ships, all in a futuristic setting. There's bad dialogue, too, but that's another story. Bombing can become boring as the game, as it's the same sort of technique over and over again. But as you progress, things get more interesting. Enemies get stronger, levels become more complex and the number of bombs you can lay down increases. So does your targeting distance and your health bar. You can also pick up special bombs that produce more brilliant results. Unfortunately, the two player stuff isn't very entertaining—the areas are too small, and some of the characters are difficult to use. Still, it is something to look into. **Shawn**

I really didn't know what to expect from this, and to be honest I was very pleasantly surprised. Quite obviously Japanese in origin, it has a very strong anime feel throughout. And while the actions pretty much straight-forward stuff, the story is quite involving as it unfolds. **It's not often that a game questions the morality of the violence it portrays,** and it's refreshing to see Silent Bomber's hero struggle with his actions. **John**

What—where did this game come from? **Everything about Silent Bomber is a pleasant surprise.** The slick graphics give style. You get an interesting plot (even if the main character sounds bored at the time). But it's the gameplay that got you excited. Silent Bomber is just a fun, novel action that does not a hint of strategy with its somewhat weird gameplay. Call weapons allowed, even as the game's novelty wears a little thin in later levels. **Crispin**

Old-school gameplay? Right here. This can best be described as a combination of Apocalyptic and Renaissance. It delivers intense action and heaps of good ol' destruction. Instead of weapons, you set bombs and then detonate them, and it tells like napalm, etc. Levels are divided into sections with bosses at the end. It's all pretty mindless, except that you have to occasionally think. Like killing Bob, this could have made it size to add to your collection. **Chris**

VISUALS **SOUND** **INGENUITY** **REPLAY**
7 7 8 5



The Duke of Hazzard

Full Over



Publisher: South Peak Interactive
Developer: Silver Games
Featured In: EGM #143
Players: 1-4
Supports: Dual Shock
Best Feature: Speedy frame-rate
Worst Feature: Bad control and low replay value
Web Site: www.southpeak.com



...Someday the mountain might get 'em but the low never will. Hopefully you won't get 'em either. **The Duke of Hazzard is long on nostalgia and short on gameplay and substance.** As usual in our preview, I don't had time for Speedy Hazzard's game engine, it might work. Instead the control is way too loose and sloppy. Here's the game in a nutshell: Chase, sideways, chase, sideways, etc., until a race, watch another disturbing PMV segment, and so on. To top it off, it's got no replay value at all.

VISUALS	SOUND	INGENUITY	REPLAY
5	6	4	2



Marvel vs. Capcom

Publisher: Capcom
Developer: Capcom
Featured In: EGM #143
Players: 1-4
Supports: Dual Shock
Best Feature: Super Cancels, decent animation
Worst Feature: No tagging, only one mix-in partner
Web Site: www.capcom.com



You know what we're going to say—it's the same thing we've said for the previous two PS 2s. **It isn't being able to tag your partner in Soul-Gateover made play a disappointing, period.** It's even more annoying, because you can't have a partner AND a "back" special. In the normal game. On the plus side, the animation is impressive for a PS sports/action fighter. Super Cancels, as a bonus, are a cool feature, though we'd love to prefer if they were an option you can turn on or off. **If you can't get the DC version, this isn't a bad alternative.**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7



Dragon Warrior Monsters

Face	Hair	Gig
1,000,000	100,000	1,000,000



FIGHT ITEM
PLAN RUN



Publisher: Enix
Developer: Enix
Featured In: EGM #143
Players: 1-2
Supports: Link Cable
Best Feature: Random areas, never the same twice
Worst Feature: Not much of a story
Web Site: www.enix.com

Dragon Warrior Monsters is the game for people who might enjoy Pokémon, but have been scared off by the attention that game has gotten. It's been a fan of randomized levels since Tolkien & Co., so I can see people playing through this more than once (never the same game twice). Only problem is that the level set isn't really big and you can't save unless you're in special areas (which are few and far between). There's no rhyme or reason to why you're fighting outside as opposed to in dungeons or forests. Aside from a person who sometimes appears to battle you, levels are all item collection and battling. Maybe've been nice to have something more to them. Naming your monsters is pointless as you only get four letters. Battles are a lot more strategic than those in Pokémon because rather than one-on-one battles, it's three on three. Plus you can set up your plan of attack in advance so that when you hit "fight," all three monsters execute their plans—whether it's attack or defend or magic. There's not much of a story line to piece all of the rates and links together. If you're a Game Boy game, the music is supposedly good—it's always a mix of setting into your head and not leaving. It's all here might look like the Game Boy. **It's rare to see a third-party game that isn't crap—and it's even better when it's an RPG.** **Chris**

Dragon Warrior Monsters may look like the next big hit. It's not. It's still a good game, but it's not the next big hit. It's still a good game, but it's not the next big hit. It's still a good game, but it's not the next big hit. **It's not the next big hit.** **Chris**

DWM stands up to its rich heritage of the Dragon Quest series for an endless supply of monsters to capture and breed. Between the two games, DWM has a more sophisticated, and traditional RPG combat system. Graphically, DWM also wins hands-down. **It's one of the best-looking GBC games I've seen—and to think it's just an RPG!** However, not a real Pokémon has ever DWM is possibly and a real shame for the board—so to be your pick. **Chris**

When you get past the slight eye strain experienced from playing DWM on the GB, you have yourself a decent RPG. Really like the way you can plan your fight and just all the way you monsters do all of the work. You don't have to press another button until your heart has. **DWM's a seriously generous levels to its most-winning feature.** So, I'm curious why you can't save anywhere you want, but it's how to turn off my GB for some reason? **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	6



NHL 2000



Publisher: THQ
Developer: EA Sports
Featured In: EA Sports
Players: 1
Supports: None
Best Feature: Decent hockey on the GBC
Worst Feature: Questionable AI
Web Site: www.easports.com

If you're starting for hockey on the GBC, it's no wonder. Though there are a few flaws in the game, it's a pretty good line overall. It looks like NHL (as from the Sega Genesis, but unfortunately it doesn't play quite as well). The AI is pretty sloppy. Players on both teams will skate in to the offensive zone without the puck, so although to play with players suited as it's also tough to find out if a goal was scored, usually we expect to see if the file is right at center ice or not. Ultimately, it's a great game for Game Boy, although there are some frustrating moments.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	8



Rayman

Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: N/A
Players: 1
Supports: None
Best Feature: Old school feel
Worst Feature: It's hell on the parts
Web Site: www.ubi.com

While the GBC version of Rayman stays true to its side-scroller roots, after playing the 3D version of the game on the N64, I played on the side-scroller on the GB is just tedious. Still, as far as 2D side-scrollers go, this one is pretty good. **Chris** expanded the graphics to be more detailed but they color is bright, and the standard but enjoyable gameplay (platforms, rope climbing, booping enemies, etc.) can be fun in times. **Certainly side will have a good time with this one.** But overall, random games should steer clear since it's just too simple.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	4	4



Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

Tricks of the Trade
P.O. Box 3338, Oak Brook, IL 60522-3338
or send e-mail to: tricks@tdl.com

Tricks of the Trade

By Trickman Terry • tricks@tdl.com

TRICK OF THE MONTH

Crash Team Racing (PS)

Unlock a New Racer

On the Main Menu Screen (both Adventure, Time Trial, etc.), press and hold L+R3 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either Time Trial, Arcade, VS., or Battle. On the Player Selection Screen, you will see a new character at the bottom called "Pesta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.



Logan Davis
Leitchfield, KY

Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at IntroAct, and a Pro Shock controller or a Hyper 64 controller or VIPER controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 159 for rules.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.



DREAMCAST

NBA Showtime:

NBA on NBC

Tonight's Matchup Codes

On the Tonight's Match-Up Screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the pad or stick in the direction indicated by the code (X). For 4-3-2 Up, you would press Turbo four times, Shoot three times and Pass two times and then press Up.

Tournament Mode

3-3-1 Down

Show Shot Percentage

0-0-1 Down

Show Hotspot

0-0-0 Down

No Hotspots (3p must agree)

3-0-1 Up



Big Head Mode

3-0-0 Right

Team Uniform (3p must agree)

- 4-0-0 Right
- Alternate Uniform
- 4-3-0 Right
- Midway Uniform
- 4-0-1 Right
- Home Uniform
- 4-1-0 Right
- Away Uniform
- 4-2-0 Right
- Fog On (Outdoor courts only)
- 1-2-3 Up
- Thick Fog On (Outdoor courts only)
- 1-2-3 Down
- Night Fog On (Outdoor courts only)
- 1-2-3 Left
- Swamp Fog On (Outdoor courts only)
- 1-3-3 Right
- Rain On (Outdoor courts only)
- 1-4-1 Left
- Snow On (Outdoor courts only)
- 1-2-1 left
- Blizzard On (Outdoor courts only)
- 1-3-1 left
- No Replays
- 3-3-1 Left
- No Tipoff (3p must agree)
- 4-4-4 Up

NINTENDO 64

Armorines: Project S.W.A.R.M.

Cool Cheats

From the Main Menu, go to the Options Screen, from there, access the Cheats option. Go to "Enter Cheat" Screen, enter one of the codes shown for various results.

Big Cheat

Put in GOLDENPIE as your password. You will now have access to all the cheats shown on the "Cheats" menu.

Invisibility On

Put in GODSLY as your password.

All Weapons Activated

Put in LOADED as your password.

Unlimited Ammunition

Put in SORTED as your password.

All Missions Activated

Put in SKIPPY as your password.

Fast Run

Put in SONIC as your password. Now you can run twice as fast as normal.

Unlock Female Trooper in Multiplayer



Put in GODDESS as your password.

New Guard Egg in Multiplayer

Put in LEGGY as your password.

Volcano Guard Bug in Multiplayer

Put in SUBBER as your password.

Egypt Worker Egg in Multiplayer

Put in CLAW as your password.

New Worker Bug in Multiplayer

Put in USGLY as your password.

Pen and Ink Mode

Put in SKETCHY as your password. Turning on this option will give the game a black-and-white, polygon drawing look.

Jet Force Gemini

Ammunition Trick

When you're out of machine gun ammo, kill an enemy with the pistol. Switch weapons to the one that is empty or low. Next pick up his gun. The bullets will now be compatible with the machine gun! As long as the equipped weapon is not the pistol or shotgun, this will work.

WWF Wrestlemania 2000

Unlock Characters

These characters aren't readily available, so here are the methods to open them up:

ELECTRONIC GAMING MONTHLY

YOU SAVE!

67% OFF
One year/12 issues
\$19.99

71% OFF
Two years/24 issues
\$34.99

Name _____ (please print) _____ ASC/MS

Address _____

City _____ State _____ Zip _____

E-mail _____ Payment enclosed Bill me later

Annual advertised price \$24.99. Plus U.S. shipping (\$2.00 per year; Canada/INT. excluded). Allow 4-6 weeks for delivery.

**SAVE
71%**



Get the latest news, reviews, and tips on the hottest new games!



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 66 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE



ELECTRONIC[™]
GAMING
MONTHLY

PO Box 55722
Boulder, CO 80323-5722



Dude Love

Win King of the Ring and be part of the main event at SummerSlam. Dude Love will come out at the end.

Cactus Jack

Win the Hardcore Belt and then beat Cactus Jack.

Jerry Lawler and Jim Ross

These two WWF announcers join your list of wrestlers on or you've made it to Wrestlemania.

Shawn Michaels

Win the Royal Rumble and earn a title shot at Wrestlemania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.

Stephanie McMahon

Play as Test for the first month and a half of Road to Wrestlemania and she will accompany you.

Paul Beemer

Play as Undertaker for the first month and a half of Road to Wrestlemania and he will accompany you.

PLAYSTATION

40 Winks

Awesome Codes

For all of these tricks, you must first press Start to pause the game and then press and hold the Select button while quickly entering the codes.

All 40 Winks

Left, Down, Right, Right. Right. You must do this code while you are in the house.

All Dream Keys

Circle, L, L, L, L, L. You must do this code while you are in the house.

All 10 Icons



Up, L, Left, R, Left.

All 40 2x2's

Right, L, Up, R, L.

All 40 Cogs

Down, R, L, Up, R.

Eig Head

L, Up, Right, L, Up.

NBA Live 2000

Unlock Legends Players

First, go to the Create Player screen. (From Game Setup, press Circle button for the Quick Menu. Scroll down to the player icon, press RIGHT on the D-pad and select the Create Player icon by pressing the X button). Now you are at the Create Player Screen. Enter the first part of the code or phrase in the FIRST NAME entry field. Press the X button to accept the name. Then enter the second part of the code or phrase in the LAST NAME entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the UNLOCK LEGENDS Screen. (Press Start to return to Game Setup, then



press Circle to bring up the Quick Menu. Scroll down to the STAR icon and press the X button. This will open the Unlock Legends Screen). To activate a

Legend, highlight his name in this screen and hit the X button. He will appear in the FREE AGENTS POOL, where you can sign him to any empty team slots.

1. '90s Legends starting lineup...

Bob Pettit - '90s

First Name - Coach

Last Name - Boards

Dolph Schayes - '90s

First Name - Set

Last Name - Shot

Paul Arizin - '90s

First Name - Pritchie'

Last Name - Philli'

Bill Sharman - '90s

First Name - Chabity

Last Name - Straps

Bob Cousy - '90s

First Name - B-Balls

Last Name - Cooz

2. Five Knicks Legends...

Walt Frazier - '90s

First Name - Cool

Last Name - Clyde

Harry Gallatin - '90s

First Name - Irbie

Last Name - Horse

Willie Reed - '90s

First Name - Soft

Last Name - Tough

Earl Monroe - '90s

First Name - Magic

Last Name - Pearl

Richard Guerin - '90s

First Name - Play

Last Name - Maker

3. Five Historical Forwards...

George Yardley - '90s

First Name - Yard

Last Name - Bird

Jerry Lucas - '90s

First Name - Lucas

Last Name - Lizzup

Billy Cunningham - '90s

First Name - Leaping

Last Name - Kangaroo

Cliff Hages - '90s

First Name - Hoak

Last Name - Shot

Rick Barry - '90s

First Name - Foul

Last Name - Shot

TOP 6 TRICKS

The top 6 games of the last month given the full-on Nickman treatment:

1. Pokémon (Yellow) (GB)

Easy Level Gain

To easily gain experience, first try to catch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will appear. You can then switch to another Pokémon. Once you win the battle, the beginning Pokémon and the fighting Pokémon will both gain exp over your points. This is especially useful if the Pokémon you want to build up has no initial attack in its first form.

2. Pokémon (Red) (GB)

Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the spot until the time runs out. Go to the Seafloor Islands by surfing south of Hudson City. Be sure you don't encounter a spy encounter on the way or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on L. When you run onto a strip, it will be the Pokémon on the Safari Zone section you just left. This bare though, you will be able to fight them and use the other Balls on them as well.

3. Pokémon (Blue) (GB)

Find Codes

Send in codes for this game. If we print yours, you'll score a free game!



TOP 6 TRICKS

(CONTINUED)

4. Pokémon Flashlight 980
Animate Un-evolved Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, un-evolved Pokémon. Now press and hold the Start button to see the character waver.

5. Donkey Kong 64 1060

Arcade Donkey Kong
You must first complete Dix's Barrel Blast inside Frank's Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. Now you must win the game by beating all of the stages (Don't in all). After you do this, but the game since now to obtain the Nintendo Coin Now, take pictures of us (along with your camera) After returning to the Main Menu, go to the Mystery Menu and you will see an option to play the Arcade Donkey Kong game at any time!

6. Pokémon Snap 960**Get Level 7**

There is a special rainbow level that will send you to space and let you capture a picture of the infamous Mew! First you must get all of the Pokémon signs or catch of the levels. Then Prof. Oak will open up a new level for you where you'll find Mew in a bubble. Stay in the middle and hit him with a poster ball three times as he passes. Then he will appear in the distance, so throw the poster ball ahead of him so he runs into it as he passes. Do this three times. After Mew is out of his bubble, he will be chasing it. Hit him one more time and he'll be stunned. Move in close for a great picture that will get you a huge amount of points!

NBA Live 2000 Cont.**4. Five Dunking Legends...****Shawn Kemp '90s**

First Name - Power
Last Name - Dunker
Julius Erving '80s
First Name - Doctor's
Last Name - Is

Dominique Wilkins '80s

First Name - High
Last Name - Light
Moses Malone '80s
First Name - Free
Last Name - Throws

Grant Hill '90s

First Name - Class
Last Name - Act

5. Five Dream Team Legends...**Karl Malone '90s**

First Name - Makron
Last Name - Delivers
Charles Barkley '80s
First Name - Mound of
Last Name - Rebound
John Stockton '90s
First Name - Jazz
Last Name - Man

Reggie Miller '90s

First Name - Outside
Last Name - Threat
Lenny Wilkins '60s
First Name - Player
Last Name - Coach

6. Five Assisting Legends...**Oscar Robertson '60s**

First Name - Bucks
Last Name - Big O
Dave Bing '70s
First Name - The
Last Name - Duke

Isiah Thomas '80s

First Name - Bad Boy
Last Name - Joke
Nate Archibald '70s
First Name - Big
Last Name - Tiny

Pete Maravich '70s

First Name - Pissing
Last Name - Pistol

7. Five Celtic Legends...**Larry Bird '80s**

First Name - Celtics
Last Name - Pride
Robert Parish '80s
First Name - Celtic

Last Name - Chief**Dave Cowens '70s**

First Name - Red
Last Name - Head

Tommy Helms '60s

First Name - Flat
Last Name - Shot
Sam Jones '60s
First Name - Bank
Last Name - Shot

8. Five scoring Guards...**Larry Costello '90s**

First Name - Cross
Last Name - Over
Hal Greer '60s
First Name - Jump
Last Name - Shot

Mitch Richmond '90s

First Name - Love
Last Name - Coverman

George Gervin '80s

First Name - Chilled
Last Name - Isoman
Gary Payton '90s
First Name - Hustler
Last Name - Glove

9. Five legendary centers...**Bill Russell '60s**

First Name - All
Last Name - Defensive
Bob Lanier '70s
First Name - Big
Last Name - Foot

Bill Walton '70s

First Name - Shot
Last Name - Blocker

David Robinson '90s

First Name - Spurs
Last Name - Admiral

Patrick Ewing '80s

First Name - Player
Last Name - President

10. Five Laker Legends...**Jerry West '60s**

First Name - The Mr.
Last Name - Clutch

Earvin Johnson '60s

First Name - Magical
Last Name - Guard

James Worthy '80s

First Name - Big
Last Name - Game

Shaquille O'Neal '90s

First Name - Little
Last Name - Warrior

Elgin Baylor '60s

First Name - Offensive
Last Name - Force

11. Five NBA Champions...**Wilt Chamberlain '60s**

First Name - Big
Last Name - Golath
John Havlicek '70s
First Name - John
Last Name - Rondo

Kevin McHale '80s

First Name - Sixth
Last Name - Man

Scottie Pippen '90s

First Name - Complete
Last Name - Game

Andrew Phillip '90s

First Name - Whiz
Last Name - Kid

12. Millennium Michael and Friends...**Michael Jordan '90s**

First Name - Come Fly
Last Name - With Me

Carlo Brass '50s

First Name - Hand
Last Name - Wood

Walt Bellamy '60s

First Name - No
Last Name - Comment

Wes Unseld '70s

First Name - Glass
Last Name - Cleaner

Hakeem Olajuwon '80s

First Name - The Dream
Last Name - Machine

**Vigilante 8: 2nd
Offense****Many Codes**

To enter these codes, go to the Title Screen and access "Options." With Game Status highlighted, press X. Press X

1-900-PRE VIEW

In 49 pre-views. Most for 49 years or older. 100% of most have parents' permission.

773 8439

The number to call for the latest cheats & gaming info

again at Player 2, and X one more time to highlight Sheila. Now press (L+R) simultaneously and enter any of these codes as shown. Press X when you are done entering the code and then Square to go back to the main menu to begin your game.

Remove delay between weapon firing

RAPID_FIRE

Difficulty is increased to Super Hard

UNDER_FIRE

Interceptor missiles have an extra explosion

BLAST_FIRE

All of the action is slowed down

GO_SLOW_MO

Your player's vehicle will be heavy:



GO_RAWNING

Once any of these codes are entered correctly, you will hear a female voice to confirm that it worked.

GAME BOY

Mario Golf

Golf Left-Handed



Press and hold the Select button. While holding this, press the A button. If you choose Mario,

Wario, Luigi or Club Champ, that golfer will be a left-handed player.

Infinite Retries

Before completing a hole, save your game and exit (Don't turn off the Game Boy). Once you return to your game, you will be able to replay the hole again.

Mr. Nutz

Journey Skip

Put in NINSTR as your password. Now in the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level.

Level Passwords



Adventure Park: BDMWNN
Living Room: NNRRGG
Volcano Underpass: CCLLR5
Near Streets: JJWFFR
Ice Screens: SWWTCH

Rugrats: Time Travelers

Toy Palace Passwords



On the Title Screen, press Right and access the Password option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: DQQLP55
East Wing: GRVWUNG
South Wing: PLVYPRNS
West Wing: TQJ8QJFS

Space Invaders

Classic Space Invaders



For your password, Enter CLASSic99D8M and you will be able to play the original version of Space Invaders!

Planet Passwords

Mars Level 46:
7WZ4VCLN4R8LV7
Jupiter Level 66:
TSGN9QY8YQMC
Saturn Level 76:
WSP2MS08N7H8MF
Uranus Level 91:
CVY7QWRGJ9088y
Neptune Level 106:
H74YRW67jYDRy
Pluto Level 122:
WY7HRLJNS42SRg

Top Gear Pocket

All Cars and Courses



If you want to get all the cars and courses in the game, you must put in your password as YQW4H.

GameShark Codes

NINTENDO 64

Rayman 2: The Great Escape

Have All Codes

83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff
83cc7080ff

WWF Wrestlemania

2000

Enable Code
117776e7400
P1 Max Special
80671750ff
P1 Max Special
80671690ff

PLAYSTATION

Knockout Kings

2000

Infinite Creation Points
8005598004
Infinite Health P1
8005d8c0d2b
8005d8bc027
8005d8c0130
Infinite Health P2
8005d8c0d2b
8005d8bc027
8005d8c0100

Monster Rancher 2

Maximum Funds
8009182c0ff
8009182e015

Warpath:

Jurassic Park

Enable All Extras And Bites
8007d48001
8007d48001
8007d48001
8007d48001
8007d48001
8007d48001
8007d48001
8007d48001



FINAL WORD

Imagine a bunch of your stinking granddaddies assembled routinely inboarded in the world of video games. That's what that word is exactly all about, except this month Eric Boyer keeps the spotlight on his wacky ideas about the future...

Get Ready: The Future's Nearly Here



Eric Boyer

Well, the much-feared millennium chargeover has come and gone. It left us with nary a black eye and—barring asteroid impacts, global climate changes or the formation of any more boy bands—we should all be OK for the next thousand years or so. Heck, scratch that: We gamers will be way better than OK. It is now the year 2000. The future is, like, here and stuff. And if you don't think console gaming's about to change in unthinkable cool new ways, wait a year. You'll see.

And I'm not even talking about all these gotta-get gadgets of the near future—things like the MP3-playing VMU and cellular modems for PS2 that have early adapters everywhere cursing their current hardware. No, it's talking about the upcoming peripherals and design concepts that'll forever change the way we play games alone or with our buds. After chomping with various industry types, I've come up with four scenarios likely to become reality within the next year. Are you ready for this:

“...expect new types of online experiences after the Dreamcast Network goes full steam ahead...”

Split-screen hits the Internet?

Neal Rubisen, Sega's group director of third-party support, told me to expect new types of online experiences after the Dreamcast Network goes full steam ahead this fall. He offered, as an example, a game that pits four guys on one DC against four on another hundreds of miles away. Picture a first-person shooter like Rainbow Six that has your team of troopers playing split-screen and hunting four terrorists on another console across the Internet. Coordinating attacks would be easy, since team members are all in the same room. Of course, such a game would cram too much data down the Dreamcast's spit pipe, so don't expect this novelty until Sega coozies up to broad bandwidth. Instead, I reckon the first of these online team-versus-team games will be sports-related. NFL 2001, perhaps?

LAN hot!

Rubisen also told me not to be shocked if the Dreamcast's ethernet adapter—set for release in the second quarter—will do more than let you link up a cable modem; it'll also allow you to hook Dreamcasts

together at home. So I figure that, as long as games support this feature, you'll be able to build your own local area network and play with a group of Dreamcast-owning pals, all in the same room. Sega will thus introduce the previously PC-only concept of LAN parties to console gamers.

Open mike

Variety microphones are in the works for the new systems, and while gamers look forward to using these gadgets for real-time chat with online opponents, I envision another use—this one relying on voice-recognition technology. You already chat with characters in Seaman and Pikachu Genie Dechu. But once voice technology is refined, I imagine we'll see squad-based games in which you bark orders to AI companions to have them cover you or even storm the fortress of an online enemy and his AI troops.

Is that a PDA in your pocket?

More than just handy handhelds that'll store saves and play games, upcoming PDAs like the Game Boy Advance will interface with their big-bro systems in

ways that'll revolutionize multiplayer gaming. Check this hypothetical scenario: Imagine a massively multiplayer space game for the Dolphin that'll link hundreds of gamers in a huge 3D galaxy. Every Dolphin that logs in represents a ship in that galaxy, and the dude who flies the ship using the Dolphin's controller serves as captain. But let's say two or three other gamers with Game Boy Advance units gather beside the captain and use their handhelds—which interface with the main game—to run ship subsystems via special mini-games. One gamer could manage ship repairs and shields. Another PDA user, acting as a science officer, could scan ships or planets. A third guy could plot routes for navigation: it's the kinda thing that would make Trokians pee their pants.

And as cool as all that sounds, it's only the beginning. Expect much stranger ideas that mine as time goes on. After all, we still have about 5 billion years or so of gaming time left and our sun patters out. Unfortunately, that also leaves plenty of time for 'N Sync wannabes to get their shows on the road, too.

edipho.ner@comcast.com

ZD ZIFF-DAVIS
A SOFTMARK COMPANY

ZD INC. CHAIRMAN AND CEO Eric Nippona

Chief Executive Officer	Eric Nippona
President, U.S. Office	James E. Gristner
President, International	Chris DeGroot
President, IT/Consulting	Paul Hildebrandt
President, 21 Publishing	Michael S. Parks
President, 21 Media	Caroline S. Kelly
President, 21 Online	Gregory Bell
President, 21 TV	Larry M. Williams
Senior Vice President, General Counsel/Secretary	J. Nicholas Kohn
Senior Vice President, Development and Planning	James E. Bell
Senior Vice President, Corporate Marketing	Christine Bick
Vice President, Controller	Rob Meyer
Vice President, IT	Scott Smith
Vice President, Treasurer	Thomas L. Wright
Vice President, Human Resources	Ray Mitchell
Vice President, Information Technology	James B. O'Neil
Vice President, Investor Relations	Angela Brink
Vice President, Security Development	Lee Tatham
Vice President, Corporate Counsel	Edo Vuk
Vice President, Marketing Communications	Barbara Lynn

Integrated Client Services

Executive Vice President	Kevin Keenan
Executive Vice President	Aaron Goldberg
Senior Vice President	Julia Bule
Vice President, Corporate Sales	Scott Murphy

ZD PUBLISHING

President/CEO	Michael J. Parks
Executive Vice President/Publishing Director	Jack Price
Executive Vice President/Publishing Director, General Manager	Tom McKeown
Executive Vice President/Publishing Director	Michael J. Miller
Executive Vice President/Publishing Director, Publisher	Jim Spaulding
Senior Vice President/Publishing Director, Publisher	John Longo
Senior Vice President/Publishing Director, Publisher	Alan Peterson
Vice President/Publishing Director, Publisher	John Dudge
Vice President/Publishing Director, Publisher	Greg Egan
Vice President/Publishing Director, Publisher	Roger Swanson
Vice President/Publishing Director, Publisher	Tom Jones
Vice President/Publishing Director, Publisher	Eric Lombardi
Vice President/Publishing Director, Publisher	Bill Wehrman
Vice President/Publishing Director, Publisher	Jim Manning
Vice President/Publishing Director, Publisher	Darlene Beck
Vice President/Publishing Director, Publisher	John Baskin
Vice President/Publishing Director, Publisher	Scott Semmer
Vice President/Publishing Director, Publisher	Paul Semmer
Vice President/Publishing Director, Publisher	Don Brumby
Vice President/Publishing Director, Publisher	Paul Harshbarger

ZD Labs

Vice President and General Manager	Mark Van Hook
Chief Technology Officer	21 Labs
Director	Eric Lee
Director	James Ridd

Ziff-Davis,
A SOFTMARK COMPANY

What do you think? If you have any comments or see final word topics each month, send us your thoughts to edipho.ner@comcast.com. Mark your e-mails final word.

GAME CAVE

Place your order on our TOLL FREE ORDER LINE

1-888-GAME-CAVE

Specials are limited to stock in hand and in some cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and restocking fees. Import PlayStation games are not compatible with newer systems. Call or visit www.gamecave.com for details. Always support your respective companies. All rights reserved.



Soul Reaver for PlayStation 2 now leads and profiles the new star! Running at 60 frames per second and sporting a new motion up feature, Soul Reaver will wow you!

U.S. PS2 \$39.99 U.S. DC



Introduce the idea of Soul Fighter to a young price and it soon could have the potential to be an instantly popular genre. Set in a world where huge cities are on the back of a planet, 2 teams sporting sports such as your favorite to clear a way through excitement.

U.S. PSX \$34.99



Call or visit gamecave.com for details

U.S. Dreamcast

Table listing Dreamcast games and prices, including titles like Soul Reaver, Soul Fighter, and various racing games.

U.S. PlayStation

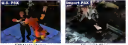
Table listing PlayStation games and prices, including titles like Army Men: Sarge's Heroes, Captain Jack, and various action games.

Import PlayStation 2

Table listing Import PlayStation 2 games and prices, including titles like Soul Reaver 2, Soul Fighter 2, and various action games.



Crazy Taxi \$44.99 Street Fighter 3rd Impact \$42.99



EDW Hardcore \$36.99 Vigilant Strike \$39.99



Perfect Dark \$57.99 Bangra \$69.99

Import Dreamcast

Table listing Import Dreamcast games and prices, including titles like Soul Reaver, Soul Fighter, and various action games.

Import PlayStation

Table listing Import PlayStation games and prices, including titles like Soul Reaver, Soul Fighter, and various action games.

U.S. Nintendo 64

Table listing U.S. Nintendo 64 games and prices, including titles like Soul Reaver, Soul Fighter, and various action games.

Castlevania: Requiem advertisement featuring game cover, screenshots, and price \$59.99.

Dragon Ball Z: Budokai 3 advertisement featuring game cover, screenshots, and price \$34.99.

Windows advertisement listing various software titles and prices.

Pop Quiz:

Where will you find
the most fun?

- a. women
- b. whiskey
- c. whips
- d. whizgig.com

Answer:

d. whizgig.com

whizgig.com

- Playstation®
- Nintendo® 64
- Dreamcast™
- Game Boy®
- Game Boy® Color

Games

Accessories

Console Systems

You're the Hero Now!™

www.whizgig.com

© 1999 Whizgig, LLC. All rights reserved.
Whizgig and Whizgig.com are trademarks of
Whizgig, LLC. All other trademarks or registered
trademarks are the property of their respective owners.

On Sale Now



Are You Missing Something?



How To Order:

✓ **Check Your Mag**

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to 21st-Century, Inc. for the amount indicated for each magazine plus shipping and handling—add \$3 for U.S., \$3 for Canada and \$6 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338. Price and availability subject to change without notice.

Game
xpress

PHONE ORDER

212-290-0031

www.gexpress.com

Azura Dreams
Dukes of Hazard
Game&watch 3
Ghost'n' Goblins
Knockout Kings 2000
Mission Impossible
NBA Live 2000
WCW Mayhem
Blanic Commanda
Dragon Warrior Monster
Shadow Man
Casper
Quest RPG
Bugs Bunny 4
Star Wars Racer
Resident Evil
Armada

Evolution
Rainbow 6
Street Fighter Alpha 3
Test Drive 6
Castlevania Resurrection
Resident Evil CV
NFL 2000
Star Trek New Worlds
Space Invaders
MSR
Toy Story 2
Super Cross 2000
UEFA 2000

Chocobo's Dungeon
Die Hard Trilogy 2
Fear Effect
Tombs 2
Gran Turismo 2
Macross VF-X 2
Fighting Force 2
Fatal Fury WA
NBA Shootout 2000
Saga Frontier 2
Jackie Chan
Lunar 2
Rayman 2
Spec Ops
Silent Bomber
Lego Rock Raiders
Smurfs
Defender
Superman

Asteroids Hyper
Castlevania Legacy
Harvest Moon 64
Star Craft 64
Ridge Racer 64
Caesar's Palace
Looney Tunes
Tarzan
Battlezone
Airboardin' USA
40 Winks
Bassmasters 2000
Excite Bike 64
Harrier 2001
South Park Rally
Warms Armageddon

CGBY Gameboy

Sega Dreamcast

Playstation

Nintendo64

Figures, Posters, Keychains, Wallscrolls, Models, Plush Toys,
Electronic Toys, Mini Figures, Videos, Import Books, Candy,
Mini-Coin Bank, DVD and more.

Games Still Available

- 3DO
- Game Boy
- Genesis
- 32X
- Sega CD
- Jaguar CD
- Game Gear
- Virtual Boy
- SuperNintendo
- 32X CD
- Jaguar

POKEMON

SUPER BATTLE COLLECTION



ACTION FIGURES

DBZ Super Battle Collection v1-27

DBGT Super Battle Collection v28-42

NEW! v37, v38, v39 & v42

DVD Movies Are Available!!!



DRAGONBALL Z

FINAL FANTASY 8



ACTION FIGURES

FOR FINAL FANTASY 7 AND 8 ARE AVAILABLE

- FINAL FANTASY 8 KEYCHAIN SET
- FINAL FANTASY 8 INTERNATIONAL MEMORIAL ALBUM
- FINAL FANTASY 8 ORIGINAL SOUNDTRACK
- FINAL FANTASY 8 POST CARD BOOK
- FINAL FANTASY 8 SEAL BOOK
- FINAL FANTASY 8 WALLSCROLLS AND POSTERS

ALSO:

Xenogears Memorial Album
Xenogears Perfect Works
Saga Frontier 2 Perfect Works
Parasite Eve Illustrations





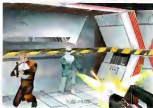
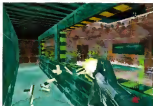
NEXT MONTH

April 2000

On sale March 7

Perfect Dark

Rare's *Perfect Dark* is the biggest thing to hit the N64 this year, and some would argue that it's the biggest N64 game ever. Next month we'll tell you every tiny little detail about this much-anticipated follow-up to *GoldenEye*... Will its multiplayer modes top *GoldenEye's*? Will the game be worth the wait? Was it worth enduring *Donkey Kong 64* for this Christmas? Does Joanna Dark reside in Babelonia? We turn to Rare for the answers in the issue you've been waiting two years for.



ELECTRONIC GAMING MONTHLY

- **Reviews:** *Hot Shots Golf 2*, *Syphon Filter 2*, *Ace Combat 3*, *Giga Wing* and many more!
- **News:** Chris 'Scoop' Johnston brings you the latest from around the world.
- **Toes of Tricks** for all systems
- **Cool N64C reviews** and previews
- **The latest news and images of Driver 2**



Original PlayStation Magazine

March 2000

On sale Feb. 15

Syphon Filter 2

After a peek at *Syphon Filter* in *QW's* February issue, here's an in-depth look at gig Studios' new action-packed spy adventure. There's even a playable demo on the disc! Also, check out the massive *Gran Turismo* strategy guide and find out which games won *QW's* highly coveted annual awards.

Demo Disc

Playables

- *Syphon Filter 2*
- *Ace Combat 3*
- *MTV Music Generator*
- *Seymour 2: Rico's Rage*
- *CTR: Crash Team Racing*
- *NCAA Final Four 2000*
- *Twisted Metal 4*
- *Silent Bomber*

Non Playables

- *Vigilante 8: Second Offense*
- *Test Drive Cycic*
- *Atlantis 2*



EXPERT GAMER

March 2000

On sale Feb. 22

Crazy Taxi

Expert Gamer is going to continue burning rubber next month with ongoing coverage of *Gran Turismo* and a complete guide to Sega's awesome new DC driver, *Crazy Taxi*. Also, while all the RPG fans will be able to dig into a *SaGa Frontier* guide, fans of multiplayer mayhem can go nuts with a muckal *Mario Party* guide. Oh, and did someone say "MORE" *Pokemon Gold and Silver*? You better believe it! Not only that, but they'll also have the first part of their *Breath of War* *Monsters* coverage. It's gonna be a big issue!

- **Complete car list for GT2**
- **Walk-through for SaGa Frontier 2**
- **Check multiplayer fun in our Mario Party 2 guide**
- **Crazy Taxi secrets revealed**





Get Grenade Gun
300ac41800ff

Get Uzi
300ac41500ff

Get LaserSight
300ac41a0001

Get Lara
4getTbuddy

© 2002 Interact. Lara Croft is a registered trademark of Eidos. All rights reserved.
Eidos, Lara Croft, and the Lara Croft logo are trademarks of Eidos. All rights reserved.
Eidos, Lara Croft, and the Lara Croft logo are trademarks of Eidos. All rights reserved.
For more information, go to www.interact.com. Terms of Use are available at www.interact.com/terms.
This product has not been approved, endorsed or authorized by Eidos.

GAME GAVES

SHARKWIRE

SHARKWIRE

STRATEGIES



SHARKWIRE

SHARKWIRE

SHARKWIRE

Suddenly, you know too much.

An adventurer as determined as Lara Croft cannot ignore the prospect of exploring a virgin tomb deep in the belly of the desert. But unless you have all the codes and strategies to help her through, the world is going down. Of course you have Sharkwire Online. You plug the modem into your Nintendo® 64 game system and you're dived into a private gaming universe that unlocks some of the key secrets of Lara Croft. And you can even use Sharkwire Online to EMAIL your buddies and let them know the word and especially Lara is still in one piece.

SHARKWIRE™ ONLINE



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

